

PRIMA'S OFFICIAL STRATEGY GUIDE

EverQuest

LOST DUNGEONS OF NORRATH™



COVERS

EverQuest

LOST DUNGEONS OF NORRATH

and

THE LEGACY OF UKESHA™

EXPANSIONS

This game has received the following rating from the ESRB



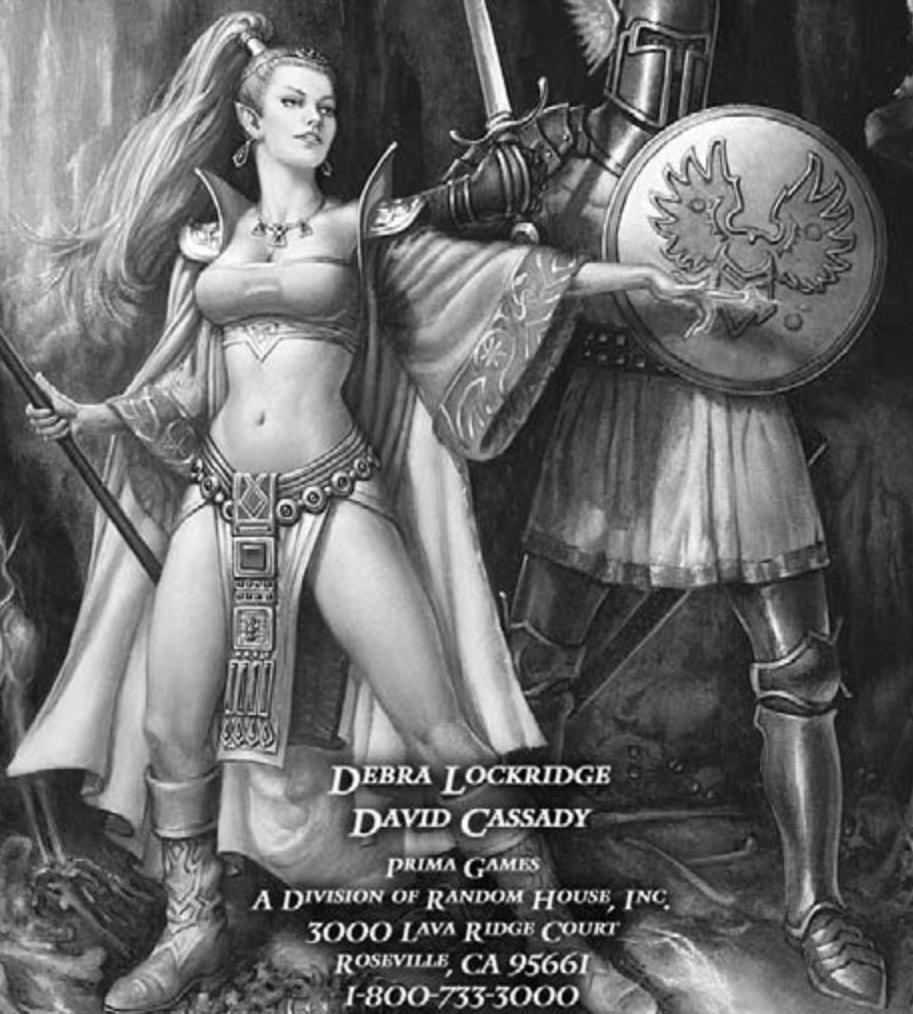
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Game experience may change during online play

EverQuest

LOST DUNGEONS OF NORRATH™

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DEBRA LOCKRIDGE

DAVID CASSADY

PRIMA GAMES

A DIVISION OF RANDOM HOUSE, INC.

3000 LAVA RIDGE COURT

ROSEVILLE, CA 95661

1-800-733-3000

WWW.PRIMAGAMES.COM



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Product Manager: Sara Wilson

Project Editor: Carrie Ponseti

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PROLOGUE

Inside this book there are two guides for the recent EverQuest expansions: *The Legacy of Ykesha* and *Lost Dungeons of Norrath*. Since the expansions are sold separately, this guide has been built in two parts.

The first half of the book deals with *EverQuest: The Legacy of Ykesha*. Here you'll find information on the new Froglok race, new features, spells, changes to the user interface, and the five new zones introduced with this expansion.

The second half of the guide, *EverQuest: Lost Dungeons of Norrath* will assist you in getting into the dungeons, tips on this new style of adventuring, hints about the rewards, and information about the new spells. The book then finishes with two appendices of the new tradeskill recipes and spells from both expansions. We've made sure to let you know which recipes and spells are for which expansion. It's all easy enough to follow. Use the table of contents to quickly reach the information you're looking for.



CHAPTER I: INTRODUCTION

The stagnant waters of Innothule Swamp have served as a warning to adventurers for many years now. For deep within the swamp, a foul race of green beasts practiced unholy rituals and defiled the land with their filth. It seemed these creatures, known only as Trolls, would forever spoil the lands. Good folk lived in fear that the plague of their being might one day spread across all of Norrath. But not all was as it had seemed, for one nearly forgotten race would soon rise up and alter the swamplands and the history of Norrath forever.

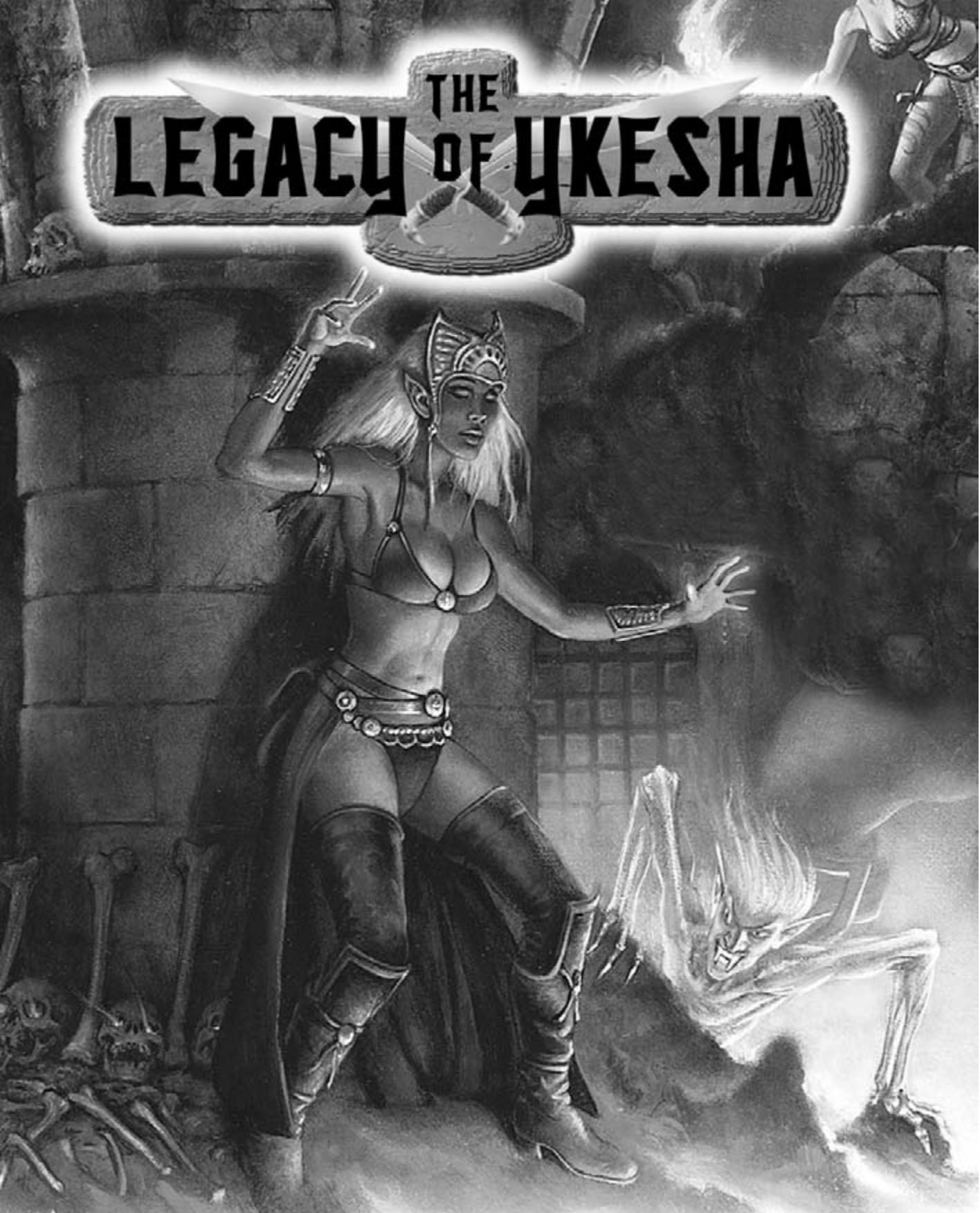
A blanket of confusion consumed the world of Norrath. A new and mysterious group of privateers began to appear across the lands. Stout warriors and crafty spell casters spoke of legendary treasures protected by great evil in lands long forgotten. Brought together by circumstances and a thirst for the unknown, these adventurers became a brotherhood. They unearthed legends and explored the depths of history to discover great wealth and rumors of more. Now they are looking for assistance, even from those who had cast them out.

Recently two expansions have drastically altered the world of Norrath. *The Legacy of Ykesha* and *Lost Dungeons of Norrath* introduce many new elements that make *EverQuest* even more entertaining than before and introduce a completely new and unique experience for players to enjoy. Many things have changed in Norrath, not least of which is the city of Grobb, once home to the mighty Trolls. Grobb, now known as Gukta, is the new home of a race of creatures known as the Frogloks. Most adventurers remember Frogloks as sword fodder in many dungeons and other lands. No more! As followers of Mithaniel Marr, the Frogloks are an honorable race, a vast difference from the Trolls that once inhabited the village they now call home.

In addition to the obvious introduction of the Frogloks, many new and exciting changes have come to the world of *EverQuest*. New spells and trade skill recipes have been introduced, and an entirely new island has been revealed with five very intense zones full of fierce undead and dastardly pirates. Plus *Lost Dungeons of Norrath* allows players to explore personal dungeons while searching for treasure and completing specific objectives. Now a group can take on a mini-adventure in a zone exclusive to them. No camping required! It's all covered within the pages of the guide you're holding.

Norrath is forever changed. Grab your sword or book of spells and gather your allies. New opportunities abound for adventures brave enough to step into these uncharted lands.

THE LEGACY OF UKESHA



Chapter 2: What's New in *EverQuest: The Legacy of Ykesha*

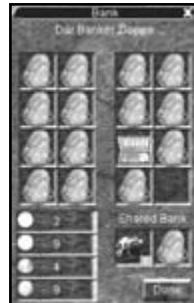
CHAPTER 2: WHAT'S NEW IN EVERQUEST: THE LEGACY OF YKESHA

With the release of *EverQuest: The Legacy of Ykesha*, many new and exciting features were added for the convenience of all players, regardless of class, race, or level. Read over this section thoroughly. While some new features quickly become evident, some you may not know about—yet. Try out each of these new features, and you'll come to rely upon the conveniences they add to your enjoyment of *EverQuest*!

THE NEW EXTENDED BANK

Each day in the world of Norrath, on the moon of Luclin, and in the many Planes, more treasures are discovered. With such an abundance of loot, eight bank slots are not enough. Because of this, everyone who purchased *EverQuest: The Legacy of Ykesha* gained eight additional bank slots per character to store treasures. That's right, a total of 16 bank slots for your character!

Just think how much easier it will be to store those extra tradeskill ingredients, build that guild arsenal, or have enough room for 3,200 bone chips. (That's 16 10-slot bags containing stacks of 20 bone chips!)



THE NEW SHARED BANK VAULT

At times, a player wants to trade items from one character to another. In the past, making such a trade involved dropping items on the ground or asking a friend to hold them for you. To make such trades more convenient, two shared bank slots have been added to the interface, along with a place for platinum. Any character on the same account and server can access these extra bank slots. No-drop items can't be placed in these bank slots, and only one of any specific lore item can exist in the shared bank at any time. The shared bank is available to all *EverQuest* players and is not exclusive to *Legacy of Ykesha*.



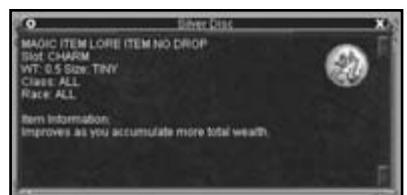
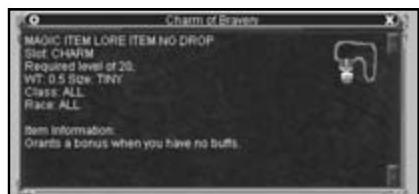
NEW MAGIC ITEM SLOT: CHARMS

EverQuest: The Legacy of Ykesha introduces a new inventory slot and a slew of new items that can be worn there.

Charms can take many forms. They can be brooches, cape clasps, pendants, and other such adornments. They vary in appearance, but they all share one property. Charms are more than just simple magic items. They interact with the world around them and often with their owner. Charms are aware of their surroundings, at least in some limited way. This limited perception is usually directed or aimed at a specific purpose, though that is not always the case.

A charm, for example, may have been created by a druid after a lifetime of battles with the forces of Blackburrow or the Coldpaw Clan. She may have imbued her charms with the power to grant strength to those who kill her lifelong enemies, and that strength may grow with the owner's dedication to the charm's cause. Or perhaps there is an ancient Dwarven charm, blessed by Brell, that grants a boon—but only to Dwarves.

And of course there are rumors that some of these charms work only with arms or armor created by the same weapon- or armorsmith and that their magic grows stronger with every piece of the armor set the owner wears.



Here are two examples of charms you may find in *EverQuest: The Legacy of Ykesha*.

Chapter 2: What's New in *EverQuest: The Legacy of Ykesha*

ENHANCED LOOKING FOR GROUP (LFG) & LOOKING FOR PLAYER (LFP)

In the past, when you wanted to find a group to join, you yelled out in OOC (Out of Character) that you were looking for a group and typed in the command "/lfg on". This placed an LFG icon above your character's head, showing anyone who saw you that you were seeking to join a group. However, *EverQuest: The Legacy of Ykesha* has a new feature for this relatively simple function, making looking for a group easier and giving you much more control over the type of group for which you are looking.



THE NEW FEATURES

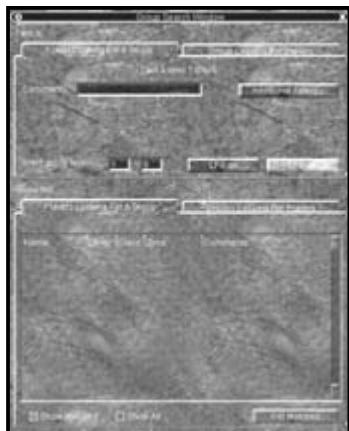
This feature helps individual players of all levels find a group, and it allows groups of all levels find individual players to fill their empty slots. It's designed the same way people look for groups, using terms and criteria that people use in-game. For example, the information that players would include in a shout: "I am a Level 54 cleric who wishes to group for experience in Kunark for 3+ hours," can be used as search criteria for you to find a group or for a group to find you.

When a player is looking for a group, the Enhanced LFG window shows a screen that allows the same options as this one.

LOOKING FOR GROUP

Using the enhanced tool, you can specify what goals you have for a group, including where you'd like to hunt, how long you plan to play, and what your goals are (such as loot, experience, and so on). Then just click the Search button. The Search button serves two functions. It provides you with a list of all groups or individuals that meet the criteria that you have supplied. It also makes your information available to groups searching for members.

After you have a list of people who are seeking members like you, click on their names to initiate a conversation. This makes finding groups easy and fast. Once you join a group, you're automatically removed from the list of group-seeking people.





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Your LFG criteria are saved when you log out, allowing you to reuse them quickly when you log back in. There is also an option that automatically opens LFG mode when you log in and uses your saved criteria for an initial search (or just your class and level if you haven't saved any).

Players who do not have *The Legacy of Ykesha* can use the traditional /lfg feature to place themselves into searches performed by those using the enhanced tool, listing their class, level, and current zone. Groups looking for members have a similar tool.

LOOKING FOR PLAYERS

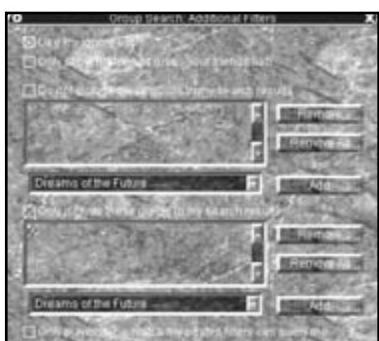
Group leaders can use this tool to locate members to fill out their groups. As with players looking for groups, groups looking for players (LFP) can specify where they plan to play, how long they expect to play, and what their goals are. You can also specify what type of group members you want. You could, for example, specify that you would like a cleric, a shaman, or a druid. Clicking the Search button brings up a list of all characters who are LFG and meet the criteria you specified. This also makes your group and criteria available to those seeking groups.

Clicking on a name in the search list opens a /tell to the character so you can invite him or her to join you. Once your group is full or it disbands, you automatically are removed from the LFP list. Or, if you are no longer looking for members, simply check the Not Looking box.

You can create filters to use with the Enhanced LFG window. Click on the Additional Filters button to open this window.

ADDITIONAL FILTERS

You can prevent specific guilds or the members of your Ignore list from appearing in your search results. You may also restrict your results to include only members of a certain guild (or guilds) or members of your Friends list. You can apply these filters when looking for a group, or when you are a group leader looking for members.



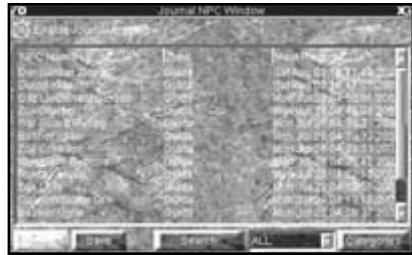
Chapter 2: What's New in *EverQuest: The Legacy of Ykesha*

NPC CONVERSATION JOURNAL

There are many quests in *EverQuest*. Keeping track of the information that you gather while you're completing these quests can be a daunting task. The NPC Conversation Journal provides an easy way to store and organize quest dialogues. The NPC Journal window shows you all of the non-player characters (NPCs) whose text you have recorded.

NPC JOURNAL WINDOW

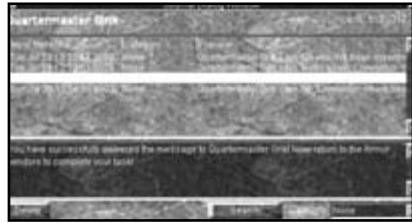
Once enabled, the journal tracks what each NPC has said to you. NPCs listed in the window can be sorted by the NPC name, the zone where the NPC was found, or the date and time of the most recent conversation with an NPC. You can delete any of these NPCs (along with any text that the NPC has recorded in the journal). Another option allows the player to filter the list by category (more about categories later). Clicking on any of these NPC names opens a window that displays all of the text that the NPC has recorded in the journal.



JOURNAL DIALOG WINDOW

The list of journal entries for each NPC can be sorted by date and time or category. Clicking on an item on the list displays the text for that journal entry. Delete an individual journal entry by selecting it and clicking Delete. You can use this window to assign a category to any of the listed items.

Click on the Categories button in the NPC Journal window to open the Categories window.



JOURNAL CATEGORY WINDOW

By using categories, a player can follow quests from start to finish. To add a category, type the name and description of the new category into the fields provided, and click Add. Edit an existing category by clicking on that category (any edits are propagated to all uses of that category in the journal).

Players can set any of these categories to be the default category. Any new journal entries are automatically assigned that category, making it easy to keep track of the quest on which you are currently working.



CUSTOMIZE YOUR LOOK WITH NEW ARMOR DYES

EverQuest: The Legacy of Ykesha introduces a new form of armor dye. Unlike the old armor dyes that only worked when combining certain ingredients with certain pieces of armor, the new system allows players to dye any piece of armor that appears in a certain location.

Players can decide what color they want any of their visible locations to be and set a "tint" of that color on that location. The tint is applied to the location, not to the specific item in that location. Each change requires a magical component that is expended when the tint is saved. Click on the Body Tint for any of these locations to bring up the Color Chooser window.

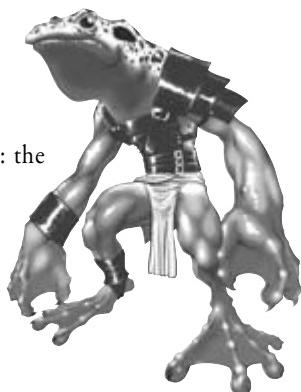
Players can choose any of the predefined colors, or enter any valid numbers for each of the color values: (red, green, and blue) to make any tint they desire. Once this tint is saved, any item placed in the dyed location takes on that color. This is a tint, though, not a change to the armor's basic texture. It is not possible to remove colors inherent to the armor, so some armor pieces will tint differently than others.

CARTOGRAPHY SYSTEM

Cartography has been introduced to Norrath! Any character can use the cartography system if the player owns *The Legacy of Ykesha* extension (meaning that no "tradeskill" is required, though some zones may require special parchments on which to draw maps). But anyone can see the cartography maps for the city and newbie zones.

USING CARTOGRAPHY

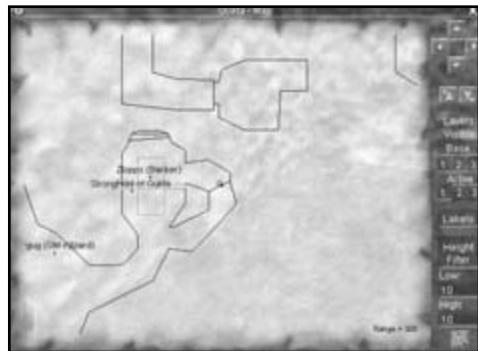
The cartography system is very easy to use. There are two parts: the "map" and the "toolbar." The map has controls for viewing the four layers, moving the map up, down, right, left, centering it on your location, and for turning the labels and the height filter on and off.



Chapter 2: What's New in *EverQuest: The Legacy of Ykesha*

To open the Map window, press `backspace`. The map's top right displays five buttons. There are four arrows around a square. Each arrow moves the map in its direction: up, down, left, or right. Hold a button down to scroll the map in one of the four directions. Click on the square between the arrows to center the map on your character's location.

Below the movement buttons are the zoom buttons, which zoom the map in or out. Next on the Map window are the layer options and the height filter. "Layers: Visible" allows the layers of the map to be turned on or off. The Active buttons let you choose which layer to draw on. Only three of the four layers can be edited or drawn on. Many areas (city and travel areas) have a map provided, and this is the "Base" layer. Use the other three layers to draw your own maps and add labels.



When drawing a map, your height is recorded along with your location on the map. Use the height filter to remove parts of the map that are not at your current height. Adjust the filter by entering the number above or below where you would like it filtered. The default for this is 10—just a little bit higher than an Ogre's head.

At the very bottom of the Map window is the button to bring up the toolbar.

THE TOOLBAR

Use the mouse to simplify scrolling and zooming the map. Place the mouse cursor over the map and zoom in and out using your mouse wheel. You can also "grab" onto the map by clicking on it and dragging it from side to side, and up and down.



Select lines and labels by clicking on them with the mouse. Select multiple lines by holding `shift` and dragging the mouse across the map. Only the lines in the area highlighted by the mouse are selected.

Start Line: Starts a line from where your character is standing.

End Line: Adds a point to your line and ends the line where your character is standing.

Add Point: Adds a point on the line where your character is standing.

Remove Line: Removes the selected line.

Set Line Color: Allows you to change the color of the selected line(s). This does not include labels.

Join at Intersect: Joins two lines at their closest intersecting spot. Holding `control` and clicking the Join at Intersect button causes the first line selected to be lengthened or shortened. Use this to make a "T" intersection—great for stairs.

Auto Map: Starts the Auto Map feature. A line is drawn automatically until Auto Map is turned off.

Add Label: Lets you add a label to your map. The label is added where you are standing.

Edit Label: Lets you change the text, size, or color of the label.

Move Label to Me: Moves a selected label to where you are standing.

Remove Label: Removes selected label.

Set Current Color: Sets the current color you're mapping with.

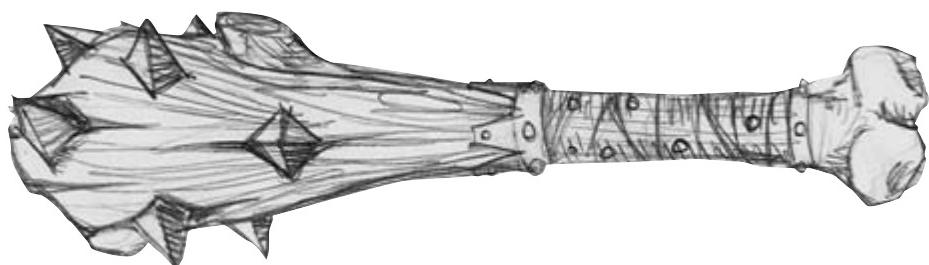
Clear Map: Clears all map layers.

Clear Active Layer: Clears the active layer.

Save Map: Saves the map. Zoning and camping also save the map.

SENSE HEADING

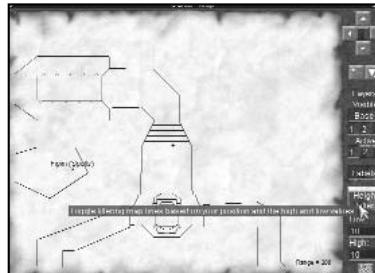
Your character's location on the map is designated by a "+" symbol if his Sense Heading skill is low. In this case you can see that our character is standing in the entrance to the Temple of Marr. But if his Sense Heading skill is good, the + is replaced with an arrow indicating the direction in which the character is facing. If you don't own a wheel mouse, there are buttons in the map window with which to zoom. For this shot we improved the character's Sense Heading skill so you can see the arrow.



Chapter 2: What's New in *EverQuest: The Legacy of Ykesha*

FILTER

Use this tool to achieve detailed maps. In some places, particularly where there are buildings of more than one story, maps can get a little crowded. The map tool provides an answer to that. You can set up a filter based on the height of the line.



TIPS FOR BEGINNING CARTOGRAPHERS

Here are a few tips for the beginning cartographer:

- The smaller you are, the closer to the wall you can get. The closer to the wall you are, the more accurate the map will be.
- When drawing stairs, start your line at the top of one side of the stair. Draw it down to the bottom step. Then do the same on the other side. Walk from one side of the staircase to the other for each step. If your lines don't meet with the edge lines of the staircase, select the stair line, then the side line, and use the "Join at Intersect." The stair line will join with the side line of the staircase.
- Make hot keys if you're going to be mapping large areas. Use the commands "/map Startline", "/map Endline", "/map Addpoint" to make hot keys.
- While drawing your map, zoom in and out to see your progress. Map small areas or small sections of the area to be sure not to miss details.
- Highlight lines by clicking on the line or dragging the mouse across them while holding . You can highlight multiple lines. Once they are highlighted, you can remove them or change their color. To clear your selected lines, click anywhere on the map where there isn't a line.

GUILD MANAGEMENT TOOLS

The Legacy of Ykesha provides an improved Guild Management System with features that are useful to those who manage guilds as well as regular members.

Anyone who is in a guild can access this window to see the complete list of guild members. Each member's name, level, class, and rank in the guild are displayed. If the character is online at the time, it also displays what zone he or she is in. The list of members can be sorted by Name, Level, Class, Rank, and Zone. This should make keeping track of your guildmates much easier.





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The Guild Management System allows guild leaders and officers to enter and edit public notes about each guild member. These notes can be whatever the guild desires: raid points, guild titles (such as Treasurer), usual play times, requests for help with a quest—anything that the guild wants to use it for. These public notes are visible to all guild members.

Anyone can enter private notes. A private note is displayed only to the person who entered it and is not visible to anyone else. To remember that you owe 50 platinum to your guildmate, enter that in a private note.

The Guild Management System also allows a guild leader to more easily manage guild membership. A guild leader can Demote or Remove guild members by simply highlighting his or her name and clicking the appropriate button. The Demote and Remove functions work even if the guild member is offline.

MAKING A GUILD

If you decide that no existing guilds offer quite what you are looking for, you may create your own guild. You must have an acceptable name and charter, and a membership of 10 players who wish to form this guild.

Follow this process to gain approval for your guild:

CREATE A PRIVATE GUILD CHANNEL

The person who is to be the leader of the guild must enter the chat server and issue the "#makeguild" command. This creates a private guild channel. Use the name of the guild as the name of the channel; this name can be edited later during the creation process.

INVITE NEW MEMBERS

After the channel has been created, the guild leader needs to invite the members of his guild into the channel. To do this, he needs to tell the guild members the name of the channel and the password.

Once 10 or more members are in the channel, they need to issue the "#approveguild" command. The guild leader can then issue the "#makeguild" command. This moves the guild leader to the Guild Creation window.

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THE GUILD'S CHARTER

In the Guild Creation screen, the guild leader enters a summary of the guild's charter. This summary should focus on the guild's role in Norrath and the goals it will pursue. Details of the internal working of your guild need not be included. You also may edit your guild's name in this screen. Once completed, press Finish and the guild is submitted for approval. Double-check the spelling of the guild name, because once it's approved it could be very hard to change.

THE GUILD'S STATUS

The leader of the guild may check the status of the guild by activating the Guilds button from chat. If the status of the guild indicates a need for revision, the guild leader can select the guild and press the Edit button. Comments regarding the nature of the needed revision appear at the bottom of the Guild Creation screen. The guild leader can edit the charter and the guild name as needed and press the Finish button to resubmit the guild for approval.

NOTE

IMPORTANT! If the leader is only viewing the revisions needed, press Cancel to exit this screen. If the leader presses Finish, the guild gets resubmitted for approval and the leader cannot re-enter the Guild Creation/Edit screen.

NOTE

IMPORTANT! If your guild is listed as Initial Approval, it is not fully approved yet. Please do not petition on server to have your guild created at this point.

If the name and charter are approved, the guild leader is notified via email that the guild is ready to be created.

NOTE

If you don't have your correct email address listed, you won't get your approval letter promptly.

After the guild leader has received notification via email that the guild has been approved, it is his/her responsibility to petition and meet a GM (Game Master) to complete the guild creation process. Only the creator needs to be present for creation.

JOINING AND QUITTING GUILDS

When you have decided to join a guild, your best source for information will be your fellow citizens of Norrath. You can see which guilds they belong to by the guild tags that display over their heads. Ask them about their guilds; delve deep and see if the guild fits your personality and style of play. Most guilds have websites you can visit to gather more detailed information.

Not all guilds accept new members. Guild membership, and who it is offered to, is solely at the discretion of the guild and its members.

The guild leader or an officer invites you to join using the "/guildinvite" command. When the invitation is extended you may either accept or decline.

If you decide that you wish to leave your guild, you may do so at any time by using the "/guildremove" command.

GUILD COMMANDS

/guildinvite <name> <rank>: Invite a person to join the guild. If this person is to be an officer, include the argument <O> (as in Officer) for the rank. This command is usable by the guild leader and officers, but only the guild leader can make officers. You also would use this function to promote a member to an officer.

/guildremove <name>: Remove a member from the guild. Only the guild leader may remove officers. You may use this command on yourself to leave the guild.

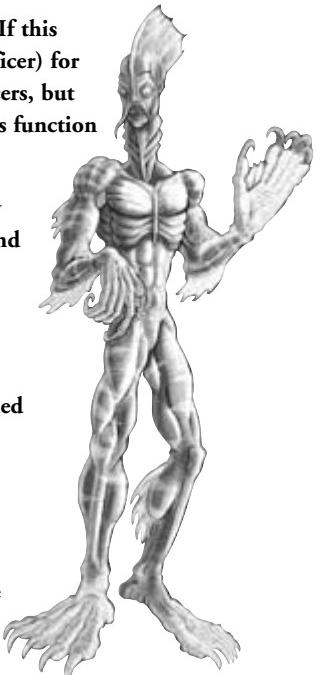
/guilddelete: Disband your entire guild. Only the guild leader may use this command.

/guildstatus <name>: Returns information on whether the named person is a member, an officer, or the guild leader.

/guildleader <name>: Transfer guild leadership to <name>.

/guildsay: Sends a message to all guild members.

/guildwar <name> <duration>: Initiates a guild war against the guild of the guild leader who appears in the <name> field.



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<Duration> sets the duration in real days for the guild war. This defaults to one real day if left blank. The opposing guild leader must send the same command with the <name> of the enemy guild leader to fully initiate the conflict.

/guildpeace <name>: Ends a guild war before the duration has expired. The <name> variable is the name of the opposing guild leader. Both sides must send this command to end the war prematurely.

GUILD WARS

Conflict may arise between guilds from time to time. When this occurs, guild leaders may decide to declare war between their guilds. If both leaders agree, they can open hostilities by using the "/guildwar" command.

Guild wars may vary in duration from the default of one day to a maximum of 14 days. During this time, members from either guild may harm each other, regardless of their adherence to the tenets of Order or Discord.

If the forces in conflict decide that peace would be a better option before the war has run its course, they may declare an early end to the war. To accomplish this, both guild leaders must issue the "/guildpeace" command.



CHAPTER 3: THE LORE OF THE LEGACY OF YKESHA

LORE CHAPTER I: PROPHECY OF GROZMOK

In the Elder Age, the Trolls followed one god: Cazic-Thule, their creator. They grew and evolved under his guidance, and the blood of fear beat strong through their hearts. The unity of the Trolls was broken when Innoruuk, the Prince of Hate, touched a young Troll mystic named Zraxth.

Zraxth's deviation from the followers of Cazic-Thule was small at first. He would gather small groups of other mystics in secluded camps far away from the Troll cities. There they would perform ceremonies to channel their hatred, and through it give power to the Trolls who were being oppressed by the dominant forces of the Rallosian armies. Hatred drove the Trolls, making them more bloodthirsty and savage, but their might was still not enough to confront the will of the Ogre Empire that dominated Southern Tunare. Zraxth saw that his efforts were futile, and asked his new lord, Innoruuk, when the Trolls would see the power they were promised. The knowledge he sought came with a price: Innoruuk demanded a blood tithe in exchange for a vision. Zraxth was instructed to slay the high priests of Cazic-Thule so their blood could be used to grant him foresight.

Zraxth and his followers did as the Prince of Hate demanded. Cloaked by the night, he and his disciples crept into the camps of their brethren and killed every elder priest to yield the blood to be used in the rite. The blood of their kin on their hands, Zraxth and his disciples set about performing the rituals described in Innoruuk's instructions. A great stone tablet was brought before Zraxth, and the ceremony began. Zraxth meditated for days without sleep or food, trying to transcend his mortal mind and to see what Innoruuk had promised him.

Chapter 3: The Lore of the Legacy of Ykesha

On the eighth day, Zraxth spoke. The disciples tried in vain to record his words but found that no ink would hold them; the words ran like quicksilver off their parchments. Zraxth, still in a deep trance, took the stone and began to record his words with the elder's blood and a chisel made from their bones. As he laid each symbol into the stone, it blazed with dark flames and then settled. As the stone cooled, the disciples saw that the words appeared as though they had always been a part of the stone, rather than carved and painted into it.

Zraxth's visions foretold the coming of the Grozmok. The Grozmok would be the greatest of all Trolls and would unite the Troll clans through fear and hate. Through his knowledge of war and magic he would topple the empires in Tunare. The stone would be the symbol of his power. No true Grozmok would rise without the stone, but many false Grozmoks would die because of it. This was the prophecy, the curse and the legacy of Grozmok.

The ceremony killed Zraxth. His body was burned, and his ashes were scattered. His disciples returned to their tribes, each assuming their old positions among the mystics, teaching their people of the prophecy of Grozmok. Zraxth's first disciple was given the stone, as his tribe was the strongest and most likely to give rise to the Grozmok. They protected the stone and its secrets for many generations, until whispers of the prophecy spread to the Rallosian Empire.

The Ogres did not fear the Trolls; however, they did fear the power that the stone might grant them. To stifle any hope that the stone may have provided, they raided the home of the tribe that held the stone. After slaughtering all who lived there, they returned the stone to their vaults, attempting to end the prophecy and any power that may have been drawn from it.

The stone remained in the fortified strongholds of the Ogre Empire until the curse of the Pantheon struck the minions of Zek down for their hubris. The fall of the empire created a void of power in Southern Tunare. The two largest Troll factions, Clan Broken Skull and Clan Ykesha, began to battle for rule over the once-conquered lands. As their war raged, knowledge of the stone faded from the Trolls' minds. It lay forgotten, until marauders from Clan Ykesha found the stone hidden in the vaults of a decimated Ogre fortress. The lore and memory of the stone's true meaning had been long lost to the Trolls; still they recognized the stone as an artifact from their ancient history, and presented it as a tribute to their clan leader, Warlord Ykesha.

The ancients of Clan Ykesha eventually managed to translate the writing on the stone; this revealed the lost prophecy of the Grozmok to them. Warlord Ykesha took his capturing of the stone to mean that he was destined to be the Grozmok. Rumors of the stone spread throughout the clans. Meanwhile, the power of Clan Ykesha grew as other tribes joined them to fight for the Grozmok.

Innoruuk, seeing the hate among his children fade as more and more joined Ykesha, planted seeds of doubt in the warlord's mind. Ykesha grew reclusive, moving deep within his compound to protect himself from attempts to usurp his power. This growing insanity weakened him. As dissension grew within Clan Ykesha, other clans grew bold and struck the might of the Ykesha. It was Clan Broken Skull that managed to finally overthrow Ykesha and lay claim to the stone.

The remnants of the Ykeshan Clan regrouped slowly, rising under the might of Warlord Jurgash, and formed Clan Grobb. The new clan grew under the direction of Ykesha's descendent, while the stone remained hidden on Broken Skull Rock. Innoruuk, again seeing the hate among the Trolls settling, granted one of Grobb's mystics a vision that revealed the location of the Grozmok stone. Clan Grobb invaded Broken Skull Rock and recovered the stone. The victorious clan returned the stone to Southern Tunare.

Today, the Grozmok stone rests hidden and well protected deep within Grobb. Knowledge of the stone and the prophecy it contains has once again begun to fade as new generations pursue their own dreams of power. The young consider the old stories of the stone and the first great warlord, who rests in his fortress now swallowed by the swamp, to be campfire myths. Yet, many of the clan elders wait with the hopes that one day the Grozmok will rise from their ranks and fulfill the Legacy of Ykesha.

LORE CHAPTER 2: THE STONE IS STOLEN

An unnatural fog fills the small cove. It brings with it a numbing quiet, which is broken only by the rhythmic sound of waves washing against the shore and slapping the hulls of several small wooden skiffs. The cove is devoid of life, because most of its typical residents have moved aside to make room for the chilling fog. The morning sun will eventually rise, and the cove's residents will return to their swampy homes. Yet, these things will all wait until the fog has receded to the ocean, carrying its dark cargo with it.

For now, the fog continues to creep up the shore and into the marshlands that lay beyond. The small cove fills with dozens of wooden skiffs. The small boats seem to cut through the water in almost perfect silence, relying only on magic to propel them ashore. A single figure in each rises and pulls its dark hood over its smooth, finned head. One motions toward the dense swamplands to the east. The strange figures seem even more out of place silhouetted against their bulkier, less agile Troll allies; yet their authority is unquestioned.

Chapter 3: The Lore of the Legacy of Ykesha

The Trolls push quickly through the low tangles of the swamp, their savage strength easily clearing a path. It has been some time since they moved through terrain such as this. Their clan has long avoided this place, but today's activities should remove those old fears. Once they have acquired the stone, the tides will quickly bring a new era with them from Broken Skull Rock.

As the groups reach a clearing near the city of Grobb, they are brought to a sudden halt by the figures that lead them. The robed creatures gather near a small pool. A grotesque webbed hand draws back the robe's hood, revealing the amphibian's face.

"Prepare your soldiers," the strange amphibian says softly, addressing the Trolls in their guttural native language. "The doorway we create will not last long and we must have time to follow you in ... unless you wish for us to leave you inside with them." The creature pauses, a slight smirk appearing on its face. "This is not your desire, correct?" A defiant grunt is its only answer.

The largest of the Trolls turns to face his soldiers as the robed Luggalds begin their incantation. All around them, the ankle-deep water comes alive with energy. A small growl surges from within the ranks of the Luggalds to become a cacophony of battle cries. The water before the sorcerers rises in a tall, thin sheet. Through the portal can be seen a large wooden bridge, the surprised faces of several guards and, just behind them, a sign that reads: Night Keep.

As the last of the invaders climb out of the moat, which acted as their entrance into Grobb's fortified walls, the raid's leader shouts, "We only leave when we have the stone! Once you have it, burn everything else!" This command echoes through Night Keep's halls, barely audible over the crushing sounds of combat and the surprised cries of unsuspecting guards.

The Trolls' cruel nature is apparent as both sides of the battle paint the scene in the savage reds of death and flames. The Trolls of Grobb, now fully aware that the unthinkable is in progress, drive the invading clan back to the moat. The clan from Broken Skull Rock, however, has what it came for, and its members fight into a position surrounding the crimson moat. From within the cramped formation the murmurs of despicable incantations begin again.

"Your lives, for the fulfillment of prophecy," a voice shouts from within the dense circle of raiders. A shimmering red portal rises from the moat below, engulfing the Trolls and their foul mentors. Those Broken Skull Trolls left behind perform their task well and thwart any disruption to the clan's escape. Even as the portal collapses back into the moat, the thieves are well on their way back into the fog that surrounds the cove.

The morning sun is now rising, finding the wind pushing a strange fog and several large ships to the west. This same wind carries a cargo of smoke and confusion through the swamplands of Innothule. The fires in Grobb are extinguished, and the descendants of Ykesha prepare for war.

LORE CHAPTER 3: MITHANIEL MARR'S BLESSING

The Trolls are clumsier than usual, their hurried movements carrying them between Grobb and the seashore. They pour forth from their city's walls, distractedly searching, almost as if it were all in vain. Knowing that what they seek is beyond their immediate grasp, they continue to act out the role in an effort to pass the time. The curious Frogloks are uncertain about the nature of the Trolls' loss, but they understand that they are certainly no longer a priority.

Deep within the damp walls that lie beneath the swamp, a mail-clad amphibian stands within the semicircular gaze of the council. He speaks in the tongue of his people, confident and proud, yet devoid of emotion. "We watched them as you requested. It is confirmed. They have sent their soldiers to the sea. The crusaders have left their home. Only a small force remains to defend it. All that you have sent us to observe has occurred. We have nothing else to report."

The elder Frogloks nod and the scout quietly leaves the chamber. Silence lingers in the room as they all think about the inevitable future they share. Their wait is coming to an end. Again they will stand before their champion in prayer. Only this time it will be to confirm their destiny as a people. The elders move in silent preparation and in unison they begin their prayer, "Lord Ralthazor, Champion of Marr, Herald of Prophecy, hear us as we are prepared...."

The soft echoes of activity fill the halls with an energy that agitates the stagnant air. There is movement in every corridor as bodies pour toward the epicenter of their fate. Tonight is like no other they can remember. An assembly of all of the castes is unheard of in their society, and perhaps the elders had this in mind when they announced it. There may be some logic in shaking things up prior to an even greater upheaval.

As the room falls into silence, the elders from each caste rise before the crowd. The room seems to dim as they begin to tell the story of their people. Their history spreads out before them. The story and the visions it conjures dance above the crowd. The elders speak for hours as the decades move across the walls of the great hall. The massive gathering begins to understand; this must be what it is like for a stone to watch life travel by. The understanding that stems from the elders' words begins to speak to the crowd and the elders move aside, as the pale flames of purity rise and begin to illuminate the room.

Chapter 3: The Lore of the Legacy of Ykesha

The white and blue flames dance along the walls. A voice fills the minds of the individuals that make up the crowd. "Do not fear these flames, for they are the sanctuary that will protect you from the darkness. Your task will be to wait on the edge of destiny, peering into the darkness in search of a light. This light, the light of destiny, already shines within this room. It radiates from within your ranks."

While the bulk of the crowd stares, mesmerized by the movement of the flames, several of the listeners begin to make out an image. It steps out of the flames and speaks only to them.

"There are some among you who see my true form. You see me for you are the chosen. I speak to you, because you have found true understanding of yourselves. It is only through that understanding that you may march forward and dispel the dark grasp of fate. You shall carry with you the destiny of your people and act as beacons for those who will wait, safe from the hate and fear that surround you. You will be the lance of valor that pierces the heart of those seeking to oppress your people. You are the seeds of a new age."

These words follow the chosen Frogloks as they return to their quarters. Unable to sleep, they find themselves thinking of Grobb and the Trolls that reside there. Images of battle begin to fill their minds. Feeling drawn by the night, many of the witnesses to tonight's activities leave their quarters and begin to filter toward the cool comfort of the swamp. Perhaps they will find peace there, or at least some sign of what they should do next.

LORE CHAPTER 4: THE FALL OF GROBB

Only days before, they had walked from the murky comfort of Innothule, bringing with them a message from their god. The elders waited for them in the glow of Guk's stony mouth, anxious yet unaware of the dramatic change they were about to discover. The firepots' aura met the first of Mithaniel's chosen as they stepped out of the water's dark grasp and made their way ashore.

The elders were mesmerized. Their eyes were transfixed on the glory that their lord had bestowed upon their fellow citizens. Still, the fully transformed Frogloks seemed natural, though the evidence of their blessings was far from subtle. They were, after all, merely an evolution; a reminder of the power that the heavens hold over the mortal realm.

Within hours of their return to Guk, the chosen of Mithaniel moved frantically to prepare. Several days of prayer, fasting, and planning allowed them to convey the urgency of their visions to the elders and citizens of Guk. They had emerged from the swamp with not only a new form, but also a plan for what would become a new age in the annals of Froglok lore. They had been given a clear vision of conquest: Grobb would fall beneath them.

Weakened by the loss of their relic and the disappearance of their greatest heroes, the citizens of Grobb sat unaware in the morning gloom. Their minds were on the ocean and the black waters that were swallowing their kin, a crucial distraction for the interlopers' plans. The Trolls of Grobb were wading through the quicksand of despair, blind to the final blow that was gathering in the shadows just outside their city's gates.

Not unlike the Froglok elders, the Bashers were mesmerized when their eyes first caught sight of the faces that emerged from Innothule's waters. However, the entralling sight was not glorious to them but rather a horrific vision. The first thoughts that came to them were of their god. An epiphany occurred simultaneously among the small crowds of Trolls. As they stood on the familiar shores of Innothule, each one began to understand ... they must have somehow angered their god ... and the assault that was coming toward them must be his final act of retribution.

The battle lasted only hours. From the first call of alarm, to the moment the last of the terrified Trolls scurried into the Feerrott and the sands of Ro, the Frogloks were clearly blessed. The Trolls were reduced to an almost primal state. Those who stood and fought were quickly reduced to a smoldering and broken mass, evidence of the true power of what would be called the Guktan army. The Lance of Mithaniel could only triumph in the mission. Grobb stood decimated before them.

Gukta, the outpost of Marr ... the visions that awaited them in the waters of Innothule that first night were not wrong. As the first light of morning broke through the haze and smoke of battle, the Frogloks worked quickly to erect proof of their victory. Before the noon sun reached its pinnacle, the city was transformed. Grobb was no more.

LORE CHAPTER 5: THE EXODUS TO NERIAK

Moving under the concealment of night, the Trolls sought the sanctuary of the dark forest. Elder masters, long settled in as trainers and city leaders, found themselves leading the weary droves north along almost forgotten routes. Many had not seen the lands beyond the Serpent's Spine in decades.

Chapter 3: The Lore of the Legacy of Ykesha

The events that transpired during the morning's battles served as a reminder to the Trolls: defeat lies ever in wait for the unwary. Those same events offered many of the younger Trolls a first glimpse at the raw savagery and unbending will shared by their race in battle. These scenes filled their minds and fueled their hatred, a burning focus for the days ahead. For the Trolls, their primal need for revenge smoldered, uncontrollable. Every step they took to the north magnified their hate.

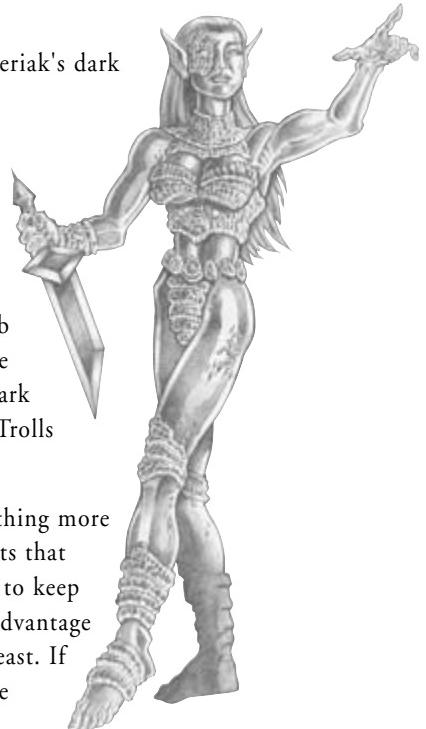
Only as the travelers approached Neriak's dimly lit mouth did the realization of what had transpired begin to solidify for many of them. No conflict so tumultuous and savage had occurred within the memory of the young Trolls. Stories of loss are rare in Troll lore, and thus their culture lacks a true point of reference. Weaned on the fruits of cruelty and spiteful savagery, these refugees left more than their homes behind as they fled the swamp's shelter. Taking refuge in their dark allies' city left a brutal hole in the Trolls' pride ... and Neriak is a poor haven for the weak and wounded.

To further their own goals, the Elves refrained from showing their complete disdain for the vanquished swamp-dwellers. Allowing the Trolls to settle in the already-crowded Foreign Quarter provided many opportunities for monitoring this strange series of events. A mild tolerance would be the most hospitality they would offer, as weakness had little place in their damp, hate-filled halls. Only the innately malicious intelligence of the Teir`Dal restrained their cruel nature ... and anyone could see that something strange and new was afoot. The Trolls and their predicament needed to be studied.

As the Trolls settled in, they found themselves to be a curiosity among Neriak's dark citizenry. Rumors of the events in Innothule had circulated long before the displaced Trolls arrived. Many agents of the shaded paths had witnessed the events in the south. Even before the first of the refugees had settled into their small piece of Neriak's Foreign Quarter, shadowy agents were sent to prod them for information. Neriak is not a hostel to be entered for free.

Stories of Trolls intelligent enough to sail out of the gulf and enter Grobb through the use of magic earned the royal house's curiosity. The theft of the artifact and the transformation of the Frogloks were minor details to the Dark Elves. Their main priority was to determine the nature of this lost tribe of Trolls and their cloaked companions.

If the rumors held true, this new brood from the sea might possess something more significant than the Troll stone. Perhaps Broken Skull Rock contained secrets that could help the Teir`Dal increase their power? It was hard for the strategists to keep their minds from drifting toward the nearest harbor town and the tactical advantage they would have in taking it, should they seize control of the ocean to the east. If something within Broken Skull Rock gave Trolls the ability to command the seas, what power could it offer a more intelligent race?



LORE CHAPTER 6: IN PURSUIT OF THE STONE

An icy breeze whistled across the hills, parting the fog around a worn dock. The ship creaked and groaned with the efforts of the salty crew to bring her to shore. A slight Elf quickly nodded to an Erudite captain before disembarking the ship. He nimbly slipped past a Kejekan fisherman, completely unnoticed, before disappearing into the mountains.

The midnight journey through the black waters had been nerve-wracking for the Elf. Throughout the voyage, the crew had muttered charms of warding as they worked, their eyes searching the darkness for signs of marauding ships. The cargo hold of the old ship had been cramped, and the food bad, but he had made it. The trip was well worth it, as he had made a marvelous discovery and needed to bring word to Kelethin at once. He had found a way to the island.

As the Teir'Dal turned their thoughts to the sea, so did many keen minds across Norrath. News of Grobb's fall, along with rumors of piracy and great powers, spread to the far reaches of the realms. Councils were held among city leaders and factions, debating what should be done in this changing time. It had been so long since an event of this magnitude surfaced that the oldest sages were called forth to address this development.

The once peaceful seas had become places of danger and robbery, and the power emanating from the Gulf of Gunthak could conceivably pose a threat to all of Norrath. Trade lines that crossed the sea were severed and packages were not reaching their intended destinations. Communication between the continents would have been lost without the powers of magic. Many factions sent scouts to the Gunthak region, with orders to bring back information on the prophecy, the Grozmok stone, and the mysterious Broken Skull Clan.

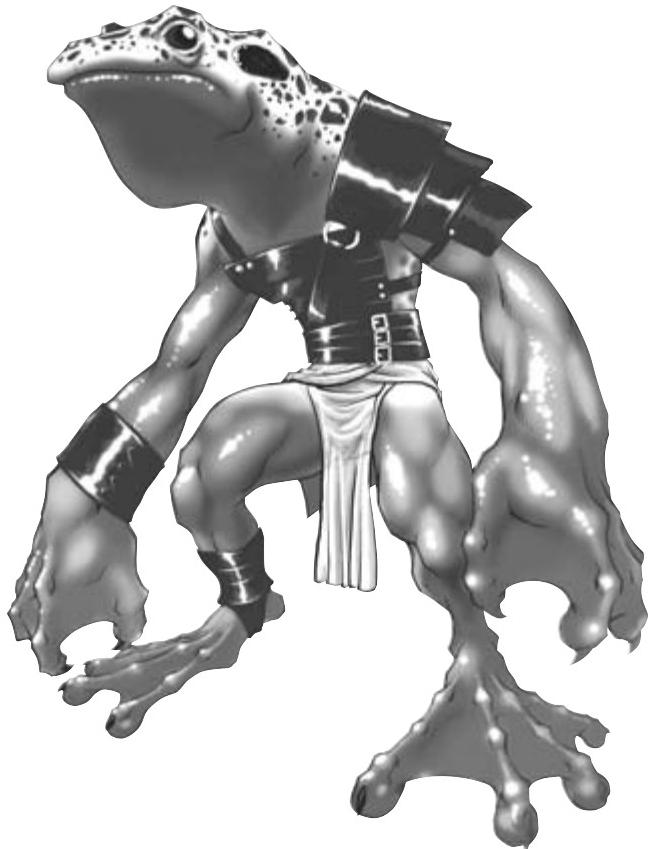
Travelers quickly realized that passage to Broken Skull Rock would prove most hazardous, as the pirates now ruled the seas. The increasing power of this renegade band had spread through the Gulf of Gunthak and the Buried Sea, making travel all but impossible.

One particularly astute scout of Tunare sought a safe route to Broken Skull Rock. In his travels, he happened upon a smuggler transferring goods to the island, departing from a remote dock in the Stonebrunt Mountains. This was far from the normal routes the pirate ships patrolled. After a bit of bargaining, the Elf procured passage on his ship. This proved to be a reliable method for reaching Broken Skull Rock, though the journey was dangerous and there was no guarantee of safety upon arrival.

Chapter 3: The Lore of the *Legacy of Ykesha*

When the scout returned to Kelethin with the news, messengers were sent at once to other key figures across Norrath. To aid the cause, the Academy of Arcane Sciences and the druids of Surefall devised new magics for swift travel to the Stonebrunt Mountains. As copies of these spells made their ways into the hands of some of the shadier merchants in the Commonlands, adventurers of all sorts began heading to Broken Skull Rock. A variety of motivations drove these aspiring heroes to Odus: Some sought treasure, some looked to exact revenge upon the clan that had wronged them, and some felt the call of a higher cause.

In Faydwer, many feared that the Dark Elves might gain possession of the stone and warp its power for their own, twisting and bending the world to do their bidding. This must not be allowed to happen, the Elves of Faydwer swore. If the hand of Innoruuk had reached this island and empowered such foul creatures, what other horrors could be in store for the civilized realms? What new tragedies would befall the ever-changing world of Norrath in the years to come?



CHAPTER 4: WHAT'S A FROGLOK?

The Frogloks of Guk are a good-aligned race that devoutly follows Mithaniel Marr, the god of Valor. Frogloks can be a variety of classes and are the first race with both shaman and cleric class options open to them. For many years they have suffered as their kin were slaughtered by ruthless adventurers in search of platinum and the Froglok treasures. The Trolls were especially known for their cruelty, cutting their teeth by mercilessly assaulting the Froglok young. No more! Frogloks have finally taken their destiny into their own hands. Though revenge might not be the first thing on their minds, it can safely be said that not a Troll sleeps quite as soundly at night.

Frogloks are strong swimmers and can hold their breath for long periods of time. In addition, Frogloks have excellent night vision through the Ultravision ability. They are viewed as an odd race but are tolerated in all but the evil cities of Norrath. Followers of Innoruuk, Cazic-Thule and Bertoxxulous have no love for the Frogloks and often attack them on sight. Frogloks' exceptional agility and dexterity make them deadly accurate and difficult to pin down. They may not be the hardest race in Norrath, but the Frogloks are bound to make a substantial impact on its history.

THE HISTORY OF THE FROGLOKS

When was the last time you were in the city of Grobb? If you're a good race, probably never, at least not without the guise of an enchanter's illusion. But if you're an evil race, you can no longer consider the old hometown of the Trolls a safe haven. With the release of *EverQuest: The Legacy of Ykesha*, no longer do the Trolls command the eastern half of the swampland. Instead, the Frogloks, as the champions of good, have cleansed the city and brought new light to the swamp. Grobb has been reborn as Gukta, home of the Froglok clan.

How were the powerful Trolls bested by this small, unassuming race? Luckily, a Froglok of record named Glupurp Stoneskipper, paladin of Marr, has chronicled this event for your edification. (By the way, don't worry about the Trolls; they've secured haven in the land of the Dark Elves at Neriak.) Though not necessarily moved by the needs of Trolls, the ever-superior Dark Elves are always willing to accept new slaves ... even huge, stinking green ones.

Chapter 4: What's a Froglok?

THE ORIGINS OF FROGLOK AND MAN

My noble kinsman, I bring to you the knowledge of our origins, as well as the origins of Man, that have been bestowed upon me by the scholars of the City of New Tanaan and those who have visited the Halls of Honor, home of our Lord Mithaniel Marr. I am but a humble paladin of Mithaniel Marr, born like many of our kind in the swamps of Southern Antonica. I deserve no adulation for penning these words. This work is in honor of all Froglok, current, past, and yet to come.

In the early ages of Norrath, before the arrival of Man, the Marr Twins walked the face of Norrath. The children of a god of Power (Tarrew Marr the Water Lord) the Marr Twins searched for a cause to champion among the mortals of Norrath. The gods of Nature puzzled over the Marr Twins' absence of divine purpose, and the gods of Influence scoffed at the Twins for seeking such a purpose among the mortals. The most malicious of the gods, Innoruuk and Cazic-Thule, sought to corrupt the young Twins. Such an accomplishment would greatly strengthen the forces of hatred and fear.

Innoruuk, the twisted god of Hatred and Spite, sent his mortal followers to Tarrew's daughter, Erollisi Marr, to seduce her into the darkness. With the wisdom imparted to Erollisi by her father, she saw through the Teir'Dals' deceptions; their wickedness was more visible to her eyes than even their physical forms. So it came to pass that Erollisi journeyed to the lands of Tunare's Fair Elves, to escape the sickening advances of the Teir'Dal. It was in the early kingdoms of the Elves that Erollisi did find warmth, peace, and beauty in the harsh realm of the mortals. It was here that she embraced, and was in return embraced by, a most mortal of traits: love.

While Erollisi fended off the advances of Innoruuk's mortal agents, the forces of Cazic-Thule beset her twin brother, Mithaniel Marr. Serpents, phantoms, and all manner of frightful creatures conjured and commanded by Cazic-Thule's mortal minions came to Mithaniel to assault his body and mind. But Mithaniel was no mortal, and his will was strong; the minions of Thule could not instill within him the fear of their dark lord.

They did succeed, however, in luring the brave Mithaniel to the swamps of Norrath, the deadly, dank lands where the creatures of Cazic-Thule were the strongest and most numerous. An army of Trolls, lizard folk, and forgotten creatures of unspeakable horror beset Mithaniel Marr, and so it came to pass that he became a captive to the minions of the Lord of Fear.

Mithaniel, imprisoned in magical bonds provided to his captors by Cazic-Thule and tortured by relentless monstrosities, prayed to his father day and night for forgiveness and salvation. The prayers continued unanswered until the brave god, weary from torture and weakened by the dark magic of Cazic-Thule, fell into a deep slumber.

It was then that Terris-Thule visited the slumbering god to infect his sleep with nightmares more horrible than the events he had endured at the hands of his captors during his waking hours. However, at the beseeching of her father, Cazic-Thule, Terris was not permitted to inflict such terror onto Mithaniel Marr until after she first deceived him through his dreams to steal the gift of life from his body. So Terris did as her father commanded and the slumbering horrors began.

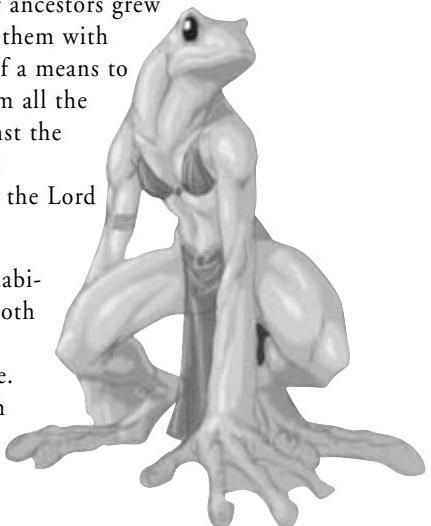
Morell-Thule, the forsaken son of Cazic, and brother of Terris, took notice of Terris's manipulations of the slumbering god, for while Terris is the Queen of Nightmares, Morell is the King of Dreams. For reasons unknown, perhaps simply to foil the plans of his wicked father and sister, Morell-Thule stole the gift of life that had been taken from the slumbering Mithaniel and escaped into his Demi-Plane of Dreams. Knowing that his enraged family would soon visit his home, Morell divided Mithaniel's gift of life, scattering one half across all the swamps of Norrath, the sacred lands of his father, Cazic-Thule.

Where Mithaniel's gift of life fell upon the swamps of Norrath, the first Froglok Tads were born. Those first Tads had the hardest trials of our people. Until that point, the swamps belonged only to the foul and destructive creatures of the dark gods. Fortunately the gift of life that had brought our first ancestors into being also empowered them with the bravery and valor Mithaniel Marr had exhibited during his trials in the mortal realms.

Once the swamps had been seeded with the first of our kind, the Lord of Dreams, Morell-Thule, visited Mithaniel Marr's twin sister, Erollisi Marr. While the goddess of Love blissfully rested in the lands of the Fair Elves, Morell-Thule entered her dreams and gave to her the second half of Mithaniel's gift of life. It was soon evident to the Fair Elves that their visiting daughter of the gods was with child, and they took her to an uninhabited region of the frozen northlands of Antonica, where they could tend to and guard her in seclusion.

While the Elves watched after Erollisi, the first of our ancestors grew from Tads into adult Frogloks, and Morell-Thule gifted them with dreams of the imprisoned Mithaniel Marr, and visions of a means to free the brave son of Tarrew. So it came to pass that from all the swamps of Norrath, the first Frogloks rose in arms against the minions of Cazic-Thule, fighting valiantly to the site of Mithaniel Marr's imprisonment, guided by visions from the Lord of Dreams.

For uncounted years, the Frogloks battled the evil inhabitants of Norrath's swamplands, learning the lessons of both victory and defeat. Alas, Cazic-Thule is an ancient and powerful god, and his minions are numerous and diverse. Try as they might, the ancestor Frogloks could not reach their imprisoned god, but never did they cease their efforts, despite the daunting odds.



Chapter 4: What's a Froglok?

Then, after some time, a small army arrived on the borders of the swamp that was Mithaniel Marr's prison. Not an army of Frogloks, but an army of Northmen, the children of Erollisi Marr. They, too, had been guided by visions and dreams of the imprisoned god from whose life they were conceived. Seeking justice for the imprisonment of their father, the Northmen joined with the Froglok armies and the alliance of Froglok and Man succeeded in freeing their father Mithaniel Marr. The minions of Cazic-Thule and the Avatar of Fear himself fell before the unity and valor of the children of Marr. For the first time in the history of Norrath, the swamps were not safe for the evil creations of the dark gods.

It was in the brave and selfless actions of the ancestor Frogloks and Northmen that Mithaniel Marr discovered the mortal trait of valor, and because of Morell-Thule's honorable delivering of the truth of our origins to our ancestors in visions and dreams, Mithaniel also chose to champion the virtues of honesty as well as valor.

Such is the tale of my Lord Mithaniel Marr, of the origins of my fellow Frogloks, and of our distant brethren, the race of Men. It is a shame that so many of our kind, as well as many of the race of Men, have strayed from the virtues of our ancestors. May Mithaniel Marr bless us, his faithful servants, with the powers to redeem our fallen kin from the clutches of evil.

FROGLOK INNATE ABILITIES

- Master swimmers (swimming begins at a skill level of 125)
- Ultravision
- Amphibious breathing (ability to hold their breath under water for long periods of time)
- Higher magic and poison resistance
- Able to wear small- and medium-sized armor

THE CLASSES

Five classes are available to the Froglok race: clerics, paladins, shamans, warriors, and wizards. Clerics, shamans, and wizards are the magic casters, while paladins and warriors dish out the damage. Review each class listed below for more details on each. All are great fun to play with no one class having an advantage or disadvantage over any other. All Frogloks start out in the city of Gukta, the previous home to the Trolls.

CLERICS

BEGINNING STATS: 30 POINTS REMAINING

Strength	75
Stamina	85
Agility	100
Dexterity	100
Wisdom	85
Intelligence	75
Charisma	50



Clerics dedicate their lives to the gods of Norrath, gaining magical powers in exchange for their faith and service. Clerics are primarily a magic-using class, with the ability to wear plate armor and wield blunt weapons.

Clerics gain powerful healing and enhancement spells, greatly increasing the health and defenses of their group, while keeping them healed in the most dangerous battles. While other priest classes have healing spells, no one can match the power and efficiency of clerical healing.

Clerics are potent enemies of the undead, able to channel their holy fervor into highly destructive banishment spells. Resurrection is also the domain of the clerics, allowing them to bring their fallen companions back from the dead, without the normal penalties for death at the very highest levels.

With few exceptions, clerics depend on being part of a group. But they are highly desirable group members. An experienced cleric is a great benefit to any group and is an excellent choice for the social player.

Though Frogloks would certainly benefit from more wisdom, they still can be very successful clerics. The high dexterity, agility, and stamina make them much harder to down in combat than clerics of more fragile races. Compensate for the lower wisdom rating by dumping the 30 remaining points into the stat and by finding the right gear with substantial wisdom bonuses.

Chapter 4: What's a Froglok?

PALADINS

BEGINNING STATS: 20 POINTS REMAINING

Strength	80
Stamina	85
Agility	100
Dexterity	100
Wisdom	80
Intelligence	75
Charisma	60



Paladins are holy warriors who use blessed spells and strength of arms to fight the evil and undead of Norrath. Paladins are primarily a melee class, able to wear plate armor and wield many kinds of weapons.

Paladins are able fighters and battlefield healers whose combat spells focus on stunning enemies and smiting undead. They also have several spells that increase the health and armor of their allies. Every so often, paladins can lay hands on themselves or their friends to instantly grant a powerful heal.

Paladins are the greatest force against undead. At higher levels they gain special abilities to smite these foes. Paladins also gain a limited ability to resurrect their fallen friends with lessened penalties for death.

Paladins can sometimes work alone, healing themselves with magic, but in a group, a paladin really shines, going head to head with his enemies and occasionally falling back to heal. Players who like to engage in melee fights but want the option of spells will find paladins a great class to play.

Frogloks aren't really built for dealing damage. They're more elusive and hard to contain. The paladin class makes for a good match with Froglok basic abilities. Frogloks are harder to hit and more accurate with a sword. Plus, their wisdom is high enough to provide for the paladin's list of spells.

SHAMAN

BEGINNING STATS: 30 POINTS REMAINING

Strength	70
Stamina	85
Agility	100
Dexterity	100
Wisdom	85
Intelligence	75
Charisma	55



Shamans serve as priests to the tribal races of Norrath, able to draw upon the power of spirits and focus it for their own purposes. Shamans are primarily a magic-using class, able to wear chain armor and wield blunt weapons and spears.

Shamanic magic has two main focuses—enhancing the mind and body of the shaman's allies, and weakening or damaging the shaman's enemies. A shaman's enhancement spells are always in demand, massively improving the strength, stamina, health, and other physical aspects of the shaman's group. Shamans also can heal their allies and have excellent health regeneration spells.

The weakening and damaging spells in the shaman's arsenal are tremendously effective in battle. The shaman attacks his or her enemies with diseases and poisons that cause massive damage over time, while using cold and ice magic to inflict damage directly. A brutal line of crippling spells can slow a monster's attacks, hamper their resistances to spells, and lower their physical prowess.

Shamans are a well-rounded class with strong abilities in both group and solo situations. An experienced shaman can turn the tide of any battle, bolstering her allies while weakening her enemies significantly. The shaman is an excellent class for players who enjoy working in groups.

Shamans are also a good match for Froglok abilities. Put your remaining points into wisdom and you'll have a caster who's very elusive in combat and has nimble fingers for weaving magic. They aren't as hardy as the other shaman races, so young Froglok shamans may have a bit more difficulty fighting on their own.

Chapter 4: What's a Froglok?

WARRIOR

BEGINNING STATS: 25 POINTS REMAINING

Strength	80
Stamina	90
Agility	105
Dexterity	100
Wisdom	75
Intelligence	75
Charisma	50



Warriors are the masters of armed combat and defense, taking the point in battles and going head-to-head with the most dangerous creatures of Norrath. Warriors are a melee class with the ability to wear plate armor and wield all types of weapons.

Warriors build their strength and stamina to unheard-of levels, making them far harder than any other class. When combined with their heavy armor and excellent defensive skills, warriors are unmatched in their ability to survive the most brutal battles. Warriors train themselves in the skills of combat, mastering the use of all weapons and tactics. Warriors also learn to taunt their opponents, making themselves the focus of all their enemies' attacks, keeping the less-resilient members of their group safe from harm.

A warrior is often the cornerstone of a good group, providing a strong defense while also dealing heavy damage to his enemies. Warriors fare poorly when adventuring alone and are an excellent choice for those who enjoy grouping and taking the front line in battle.

Frogloks aren't really cut out to be warriors. They can deal a fair amount of damage, but they lack the sheer size and power of other races such as Barbarians and Ogres. This doesn't mean they can't handle the class, but later in life the difference between an Ogre and Froglok warrior may be the difference between life and death of the entire party.

WIZARD

BEGINNING STATS: 30 POINTS REMAINING

Strength	70
Stamina	90
Agility	100
Dexterity	100
Wisdom	75
Intelligence	85
Charisma	50



Wizards dedicate their lives to learning the powers of fire, ice, and magic; channeling their knowledge into ever-more destructive spells to unleash upon their enemies. Wizards are primarily a magic-using class, with the ability to wear cloth armor and wield blunt weapons and daggers.

Wizards are the most single-minded of spell casters, with the majority of their spells dedicated to delivering massive amounts of damage as rapidly as possible. To aid in their constant search for power, wizards have also perfected the art of teleportation—allowing them to instantly transport themselves and their allies to the most remote corners of Norrath and beyond.

Wizards are a tightly focused class, gaining the greatest ability to deal magical damage in exchange for limited variety in their spell selection. Wizards are capable adventurers both solo and in groups and are an excellent choice for players who live to blow things up.

Frogloks can become powerful casters, though they're not nearly as adept at magic as High Elves or Erudites. They are, however, much better at dodging incoming attacks, which often allows them to survive longer when they attract unwanted attention (which wizards often do) in the middle of a battle. If you choose this class, boost your intelligence as quickly as possible.

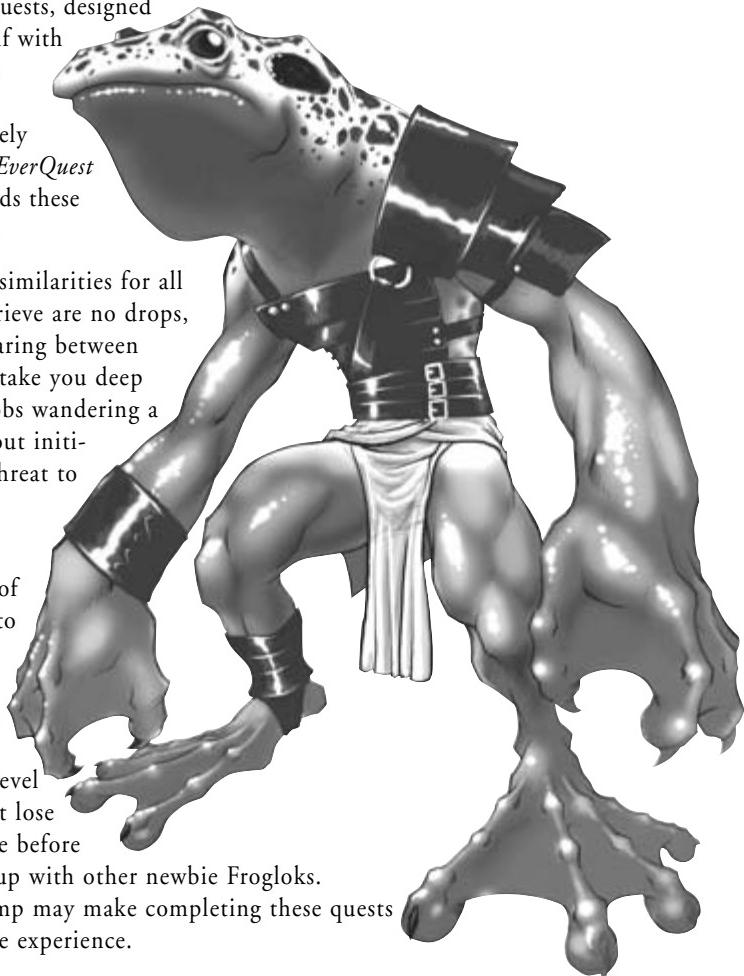
CHAPTER 5: BEGINNING QUESTS

QUESTS FOR EVERY CLASS

Every Froglok class receives beginning quests, designed to help a new Froglok familiarize himself with his new homeland, and the NPCs (non-player characters) he will be transacting with. Keep in mind these quests are purely optional. But, even those familiar with *EverQuest* will appreciate the experience and rewards these quests provide for their newbie Froglok.

While some parts of the quests have similarities for all classes, most of the items you must retrieve are no drops, preventing any farming of items for sharing between classes. Some of the items you retrieve take you deep into the swamp. Always be alert for mobs wandering a newbie area that could aggro you without initiation. Trolls and Kobolds are a major threat to Frogloks in the swamp.

The following quests have suggested levels for each class, providing an idea of what level your character should be at to complete each. Use these suggested levels only as a guideline. If you're having problems completing one of the later quests, go out into the wilds and gain some experience to increase your level before trying the quest again. You don't lose experience or your items should you die before hitting Level 10. It may be wise to group with other newbie Frogloks. Sharing the risks of the dangerous swamp may make completing these quests much easier and a much more enjoyable experience.



WARNING

Very Important Message! Please Read!

The beginning quests and final quests outlined below reflect the experiences we had as we created each Froglok class. You may be presented with different quests than what we have outlined for you here as they are randomly assigned to each character. Also, there are other quests available from NPCs not mentioned in this section. *EverQuest* is frequently improving and changing so that players may continue to have the high level of gaming pleasure we have all come to enjoy.

Even though your particular quests may differ slightly than those we have outlined here, follow the instructions given to you by each NPC with which you speak and you'll earn experience points, armor, weapons, and other helpful items. Enjoy your experience as a Froglok. We included maps for each of the beginning classes, noting where you can find the referenced NPC; for other quests that may not be outlined, use the in-game cartography to find the NPC you're looking for.

THE CREATURES OF THE SWAMP

Before gathering the materials you need to complete the various quests, learn about the swamp's inhabitants you'll be matching arms against. Your level has a direct effect on how tough each of these mobs will be in a battle. Con each creature before engaging it in battle. While this list does not include all of the creatures that inhabit Innothule Swamp, it gives you a good idea of what you may encounter.

The swamp also harbors many named creatures. These may be indifferent to you, or they may wish to kill you on sight. Typically, these named creatures are of a much higher level than your new Froglok and are in the swamp for a particular purpose, such as a quest you may receive later on in your journeys. Keep a wide berth and leave them be.

Chapter 5: Beginning Quests

ALLIGATOR

TYPES OF ALLIGATORS

Alligator

Bull alligator

These reptiles come in two varieties: bull alligators and regular alligators. Both have powerful bites and are very fast. Try to root them to stop them in their tracks while attacking them.



THE BLEEDERS

TYPES OF BLEEDERS

Adult bleeder

Feral bleeder

Larval bleeder

These mosquitoes come in several different varieties—all of whom can be very deadly to a newly hatched Froglok. You often see these creatures flying over the water's edge. Be wary of their sting.



FROGLOK EXILES

These banished Frogloks roam the area in the northern part of the swamp. Many of these creatures are magic casters, so be prepared.



FROGLOK GHOULS

TYPES OF FROGLOK GHOULS

Fetid Froglok ghoul

Froglok ghoul

Find these undead creatures near the northern part of the swamp by the broken tower. Controlled by a Dark Elf, these creatures attack any low-level traveler who wanders by. Stay clear of this area until you are well prepared or with a well-rounded group.



FROGLOK TRAITORS

This very elusive creature sometimes can be found across from the entrance of Guk. The tongue of the Froglok traitor is highly sought for a quest for all would-be members of the Guktan Army. Slay them whenever possible for this highly prized no-drop item.



KOBOLDS

TYPES OF KOBOLDS

Burly Kobold

Kobold

Kobold runt

Kobold scout

Kobolds are plentiful in Innothule Swamp and quickly aggro lower-level characters. Kobolds are social creatures and aid other Kobolds under attack. Their sharp claws can do serious damage. Stay near a guard if you need to med, or you'll quickly draw their attention.



Chapter 5: Beginning Quests

SKELETON

TYPES OF SKELETONS

Decayed skeleton

Skeleton

Skeletons quickly attack lower-level travelers. Though they're not as tough as many of the mobs you'll encounter in Innothule, they are social creatures, quickly coming to aid any other skeletons under attack. Keep a lookout for these adds.



SNAKES

TYPES OF SNAKES

Giant moccasin

Water moccasin

Several types of snakes slither through the swamp including giant moccasins and water moccasins. These creatures are very fast and quickly disappear deep into the swamp, only to reappear when you least expect them.



SPIDERS

TYPES OF SPIDERS

Crab spiderling

Though typically never one to start a battle, these creatures call upon multiple reinforcements when attacked. Choose these battles wisely, and stay near the safety of the guards in case of multiple adds.



SPORES

TYPES OF SPORES

- Corpse spore**
- Fungus spore**
- Fungus man tracker**
- Fungus man watcher**

Most spores don't aggro even the lowest-level Froglok. Stay clear of the fungus man trackers until you have gained a few levels, for they are not nearly as easy-going as their smaller counterparts.



TROLLS

TYPES OF TROLLS

- Ghoulish Troll**
- Troll invader**
- Troll raider**
- Troll scout**

Large, powerful, and bearing a huge grudge, the Trolls once inhabited the Froglok city now known as Gukta. Avoid these creatures, though you must slay one to complete one of the armor quests for each Froglok class. Wait until you are more capable of handling their powerful assaults.



❀ Chapter 5: Beginning Quests ❀

ZOMBIE

One of the common undead of the swamp, zombies are magic casters and never hesitate to use this skill against the unwary low-level traveler. Though many have drops that can be used in tradeskills and for quests, avoid a one-on-one with these creatures until you are strong enough to handle their attacks.



LARVAE

TYPES OF LARVAE

Bleeder pupa

Larvae

Larval bleeder

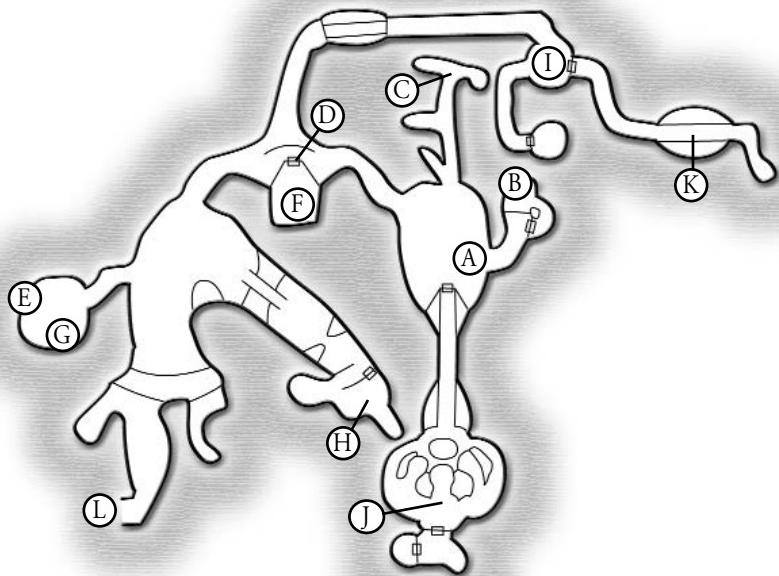
Tough skinned larvae

These wormlike creatures roam the center and northern part of Innothule Swamp. They are natural enemies of the Froglok exiles and traitors, and you often see these creatures battling along the marshy shores. Root them if possible to avoid chasing these elusive creatures halfway across the zone and possibly into a much-tougher creature.



BEGINNING QUESTS FOR CLERICS

MAP OF GUKTA



- | | | |
|----------------------|--|-------------------------------|
| Ⓐ Kor Master Gloorg | Ⓕ Mercantile: Zok Glag | Ⓘ The Elders |
| Ⓑ Banker Zlopps | Ⓖ Lorekeeper's Pit: Rukta Jrarek | ⓿ The High Court |
| Ⓒ Spell Vendors | Ⓗ Tavern: Zok Seleka | Ⓛ Entrance to Innothule Swamp |
| Ⓓ Quartermaster Grik | Ⓘ Garrison Command: Gaz Commander Giidib | |
| Ⓔ Zok Gimar | | |

Chapter 5: Beginning Quests

KOR MASTER GLOORG

As soon as you appear as a new Froglok cleric, you stand before your guildmaster, Kor Master Gloorg. Read the Guktan cleric recruit letter before hailing your guildmaster for your first task. You receive the Initiate's Brooch of the Robust.

"Your first test, and you passed with flying colors, young Kor. You may dispose of that note if you feel the need; there is no longer use for it. I see you are well on your way to becoming a great and respected healer in the Army of Gukta. You have only begun your training, however, so do not celebrate just yet at this small accomplishment. Your next task is to find the bank and contact Banker Zlopps. He will instruct you in the important things to know about stowing your valuables, such as this brooch I give you now. Good luck, young Kor and remember that the path of light is lent to us so that we might bring health and vitality to the Army, and to Marr."

Now that you have successfully spoken with your guildmaster, head to the bank and speak with Banker Zlopps.

BANKER ZLOPPS

Go through the door and behind the counter before hailing Dar Banker Zlopps.

"Welcome at last, young Kor. Kor Master Gloorg sent word of your arrival and I have been expecting you. It is crucial that you understand how important the bank can be for you. You can deposit any and all of your valuables into the bank for safekeeping until you need them at some later time. You can invest and remove any coin you may have gathered as well. I've just given you 5 gold, so why not try it out? Put the gold in your bank and then take it back out again. It's all quite easy to understand. When you are comfortable with using the bank, make your way to the cleric spell vendors for the next part of your training. Good luck to you, young Kor."

You have successfully spoken with Banker Zlopps! Now head to the spell merchants to continue your training.



THE SPELL VENDORS

Hail a cleric spell vendor.

"Welcome, young Kor. I have been waiting for you to show up. Word has spread rather quickly that your training is progressing quite well; of this I am glad. Your next task is rather simple, but it is of the utmost importance. You must seek out Quartermaster Grik and pass along a message for me. The message is that the new front lives. Make haste to him and return to me when you have completed the mission so I know he received it. Good luck."



You have spoken with the spell merchant for the first time! Now head to Quartermaster Grik to give him the message.

QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Ah, I have been expecting you. I'm glad you were so easily able to make your way to me, message still intact. You have done well in this endeavor and I urge you to hurry back to the spell master who sent you to me. Inform him that I have received the message successfully and all is well. You are indeed proving to be quite the soldier in this grand Army. Thank you, and good luck!"

You have successfully delivered the message to Quartermaster Grik! Now return to the spell vendor to complete your task.



Chapter 5: Beginning Quests

THE SPELL VENDOR

Hail a spell vendor.

"Well done! You have proven that you can carry an important message and in the doing have met our renowned Quartermaster Grik. We are very pleased that you were so quickly and efficiently able to deliver the message and return to me. You will most assuredly do well in the Guktan Army. For your troubles, take this spell as a token of my appreciation, and as a token of your continued excellence in training. Keep it up and more spoils may be on the path before you. Scribe Vukk glares at you, as though he were looking through you, then says, "Make your way to the Lorekeeper's Pit. There you should speak with Zok Gimar. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



Now seek out the appropriate tradeskill merchant to continue your training.

ZOK GIMAR (BAKING SUPPLIES)

Hail Zok Gimar.

"Welcome. I can see your training is progressing quite well, and of that I am proud. It is always good to see someone as talented as you doing so well in the Guktan Army. In any case, I am one of the local Bakers and deal in all sorts of fine food. My latest creation involves the use of some fungus spores to give it an extra little kick, but I seem to have run out recently and have no way to finish the recipe without some more. That's where you come in! I need you to venture out into the swamp and retrieve for me some fungus spores so I can finish this recipe and get on with my next one. Hurry if you please. I don't want this to spoil!"



NOTE

This will be your first time into the swamp. Use whatever spells you have to protect yourself from the upcoming battles.

Not far north of the entrance to Gukta is a small land expanse where corpse spores reside. You can attack these spores individually without fear of aggroing any nearby spores. After you destroy the spores, collect a fungus spore from one of the fallen corpse spores and return to Zok Gimar.

Hail Zok Gimar.

"You have returned, fungus spores and all. Your speed is quite a testament to your dedication, and I'm relieved that you are so committed to the cause. Alas, the fungus spores are not truly a part of this recipe. Who would think to use fungus spores in something to eat anyway?! No matter, you may do with those spores as you like, for you have finished your training with me. You have done well, and you will no doubt help to bring Gukta to power and keep it there for a great many years. Oh, I almost forgot.... Make your way to the mercantile. There you should speak with Zok Glag. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Now go to the mercantile to continue your training.

MERCANTILE: ZOK GLAG

Hail Zok Glag.

"You are the one they sent for me to train? Hmm, you don't seem too terribly impressive to me, but so be it. I offer up young starters like yourself an early outlet to get supplies to keep them going for the Army. A favorite pastime of a great many soldiers, of course, is fishing, which I have supplies for. However, I was hoping to expand my supplies of bait a bit, and I hear that spiderling eyes are great for luring fish out of the water. I don't know if this is true, but I need you to retrieve one for me so I can test it out to determine if I'll start stocking them. Hurry and retrieve one for me so I can get on with my other business."



NOTE

You can either go out into the swamp and kill spiders, or destroy a few that wander the paths of Gukta. Return to Zok Glag with the spiderling eye.

❀ Chapter 5: Beginning Quests ❀

Return to Zok Glag and hail him.

"Make your way to the Lorekeeper's Pit. There you should speak with Jrarek. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Now proceed to the Lorekeeper's Pit to continue your training.

LOREKEEPER'S PIT: RUKTA JRAREK

Hail Rukta Jrarek.

"You have arrived for your training, I presume? You will learn that there is a great deal of information to be found about the recent dealings we have had with the Trolls. Specifically, you might be interested to learn about how our battle to overtake Grobb from them went. Let me see, I have it here somewhere.... Drat! I don't know what happened to it. The page I'm looking for may still be out on the battlefield in the swamp. If you can go and retrieve it for me, I would be most appreciative. We should strive to preserve our heritage and history at any cost. Hurry now, young initiate!"



NOTE

The page Rukta Jrarek speaks of is near the entrance to Gukta. Look for a bag-shaped item on the ground by the guards. Pick it up and you will have the Worn Battle Parchment. Return it at once to Rukta Jrarek.

Hail Rukta Jrarek with the Worn Battle Parchment and gain experience.

"Well done, you have finished the task assigned to you, and in short order, no less. I congratulate you on your eagerness to learn and ability to complete such important errands without hesitation. By bringing this to me, you have helped to keep the history of our people intact and have proven to Marr that you serve him fully. You will one day become a great soldier in the Army of Gukta. As for that parchment, I no longer have use for it, so you may dispose of it as you see fit. Well done, once again, and may the strength of Marr be with you. Oh, I almost forgot—Make your way to the Tavern. There you should speak with one of the maids behind the bar, named Seleka. She will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Head to the tavern to continue your training.

TAVERN: ZOK SELEKA

Hail Zok Seleka.

"About time you got here. I've been waiting for someone to help me retrieve something from the Quartermaster, but it seems punctuality isn't the Army's strong point. No matter, I simply need you to go and retrieve from Quartermaster Grik a list of our recent patrons. Usually he tallies it up and sends it over, but he's been a little busy, what with everything else going on around here and hasn't yet had a chance. In any case, tell him I sent you for the list and return to me when you have retrieved it from him so I can get back to my other duties."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Hello again. You smell as if you were just recently drinking. Did [Zok Seleka send you] to find me?"

Answer by saying: "Zok Seleka sent me to find you." You will receive a list of tavern patrons.

"Oh yes, I've been meaning to get this list to her but just keep getting sidetracked. Please take it to her so she can get back to her other, more important duties. You are turning out to be quite the reliable soldier, I must say. Keep up the good work!" Return to Zok Seleka with the patron list."



ZOK SELEKA

Hail Zok Seleka.

"You made better time than I hoped. Thank you for bringing me the list, I'll now be able to get back to the more important things I have to do around here. I copied what I needed off of that list, so you can dispose of it as you see fit. For being so quick about it, please accept this drink, on the house. Oh, I almost forgot...." She tosses you a quick glance, then says, "Make your way to the garrison command. There you should speak with Gaz Commander Giidib. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Proceed to the garrison command to continue your training.

Chapter 5: Beginning Quests

GARRISON COMMAND: GAZ COMMANDER GIIDIB

"Greetings. You are standing before the High Court of Gukta. No one but the most dedicated and honorable soldiers may approach the High Court. It is this reason that you are here, to further your training to prove that you are worthy of stepping before them to seek their counsel. Before we will allow you to proceed, you must prove that you are not here under false pretenses. The first part of your assignment requires you to report to Innothule Swamp. There you must find the hostile trollish raiders and return to me one of their heads. When you return and we have proof that you have finished this task assigned to you, we will give you further instructions. Be off now, and be hasty in your pursuit."



NOTE

This is the toughest quest thus far. You can't solo this quest, because Troll raiders and invaders will con red to you until at least Level 10. Find others to aid you in this quest and kill as many Troll raiders and invaders as you require until you each have a head. These are no-drop items, so you cannot ask a higher-level character to collect a head for you and return it. Though a higher-level character can certainly kill the Trolls, you have to be the one to loot the head to return to Gaz Commander Giidib. Once you have the head, travel back to Gukta with it.

Hail Gaz Commander Giidib.

"Ah, you have returned at last, and you have the head with you. Truly you have proven yourself worthy of moving on to the next step. Before you can meet with the High Court, you must first meet with the Assembly and complete a task of their deciding. First, however, rid yourself of that vile Troll's head so as not to offend the Assembly with its rancid stench. Go now to the heart of the outpost and speak with one of the Lokta Elders there."

You were successful in returning with the Troll raider's head! Now move to the Assembly to continue with your training.

THE ELDERS

"Welcome to the Assembly of Gukta in an official stance. That you have gotten this far proves your dedication, and of that we are proud. Before you can prove yourself worthy, you must journey to the Swamp of Innothule once more. There you will find one of our former brethren, a traitor to the cause, trying to subjugate those of us who do not follow his ways. You must slay this foul beast and return to us his tongue. When you have done so, it will signify your ultimate commitment to the cause, to the Guktan Army, and most of all, to Marr. Hurry along now, young one, and retrieve that which you now seek."



NOTE

Have plenty of patience while waiting for the Froglok traitors to appear. Their spawn rate is extremely slow and they are rare. Froglok traitors appear near the two islands across from the entrance to Guk. While waiting for the spawns, keep the area clear of any bleeders that may be in the vicinity. Bleeders smell fresh blood of the traitors and will destroy them before you can get a chance to kill them yourself.

Other threats in this area are the high-level mobs that roam about the outside of Guk. Kobolds frequent this area and will attack any low-level player. Don't venture here alone unless you've reached a high enough level to survive. Travel with others to help defend against the hordes of Kobolds. Kobolds are very social creatures who immediately come to the aid of any fellow Kobold under attack. If you find yourself outnumbered and in danger, run into Guk and hit the zone line, allowing plenty of time for Kobolds to forget you and to give yourself time to heal and rebuff.

Chapter 5: Beginning Quests

Slay a Froglok traitor and return the tongue to the Elders. Hail the Elder you spoke to before.

"At last you have returned. We feared the worst when we heard reports of an uprising in the swamp. We see though, that you are safe, and have returned with you the tongue of the traitorous Froglok. Truly, you are a testament to this noble army, and shall serve Marr well in all your endeavors. You would do well to dispose of that tongue like the piece of worthless trash it represents, and then take this note and go now to the High Court, where you will receive the words bestowed upon every new soldier into the Guktan Army. Well done."

You were successful in returning with the traitorous Froglok tongue! Now make your way to the High Court to continue your training.

THE HIGH COURT

Hail any of the Nobles of the High Court.

"Congratulations! You have successfully completed all parts of your training. You are ready to move out into the world of Norrath as a full-fledged soldier in the Guktan Army! To hone your skills even further, you may wish to speak to your guildmaster once again for additional tasks to aid the Army in its fight against the Trolls. Good luck soldier, and may the strength of Marr be with you in all that you endure in the times to come!"

You receive the Initiate's Robust Earring. Now return to your guildmaster for further training.

ADVANCED TRAINING FOR CLERICS

Hail Kor Master Gloorg.

"Welcome back, young Kor. I hope your training is going well. Unfortunately, I have been unable to keep up-to-date on your progress, but should you need advanced training in any individual skills, I am here to help you with that. As well, I am here to guide you through your growth as a cleric in the Guktan Army. With the skills that you learn here, you will be better prepared to serve the Army. If you plan on following the path of a [cleric], I have some tasks that you will need to complete, if it suits your interest."

Respond with, "I want to be a cleric."

"Excellent! I will give you a list of items to collect, and then combine in this magical assembly kit. This will create a material that you will use to craft a suit of armor that will protect you from the dangers of Norrath, as you begin your adventure. If you are ready to begin your task, I will give you the assembly kit, as well as instructions for collecting the necessary items to craft your armor. Are you ready to receive your [assembly kit]?"

Respond with, "I am ready to receive my assembly kit." You receive the Kor Recruit's Assembly Kit.

"Here you are, take this assembly kit. You will use this to combine the different items required to craft your own Kor Initiate's Armor. Different items will be required to craft the different pieces of armor. These items will be available from either our outpost, or the training grounds near here. When you are ready to receive a recipe for a specific material, simply tell me which armor piece you [wish to craft]. I hold the recipes for Kor Initiate's [helms], [bracers], [boots], [armguards], [legplates], [gloves], and [breastplates]. Keep in mind that the items required to make some of the larger pieces of armor will be a bit more difficult to get. You may want to wait until you are more experienced before attempting to obtain the components."

THE HELM

MATERIALS NEEDED

- 1 cracked skeleton skull
- 2 bleeder wings
- 1 set moccasin scales
- Assembly kit
- Kor helm mold

Respond to your guildmaster that you wish to make a helm and receive the Kor helm mold.

"Excellent choice, the helm is without a doubt one of the most important pieces of armor for a young recruit. It is imperative that you protect yourself from blows to the head while you are in the training grounds! To create the material needed to craft your helm, you will need to gather a cracked skeleton skull, two bleeder wings, and a set of moccasin scales, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Helm of the Kor Initiate."



❀ Chapter 5: Beginning Quests ❀

THE BRACERS

MATERIALS NEEDED

- 2 spiderling silks
- 1 blackened fungus
- 1 bleeder carapace
- Assembly kit
- Kor bracer mold

Respond to your guildmaster that you wish to craft the bracers and receive the Kor bracer mold.

"The bracer is one of the most basic sections of armor to craft, as well as being the easiest of all the armor pieces to collect the correct items. Even though it is a basic piece of armor, it serves a big role in the protection of the wrists. To create the material needed to craft your bracer, you will need to gather two spiderling silks, a blackened fungus, and a bleeder carapace and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Bracer of the Kor Initiate."

THE BOOTS

MATERIALS NEEDED

- 2 Kobold scalps
- 1 alligator hide
- 1 giant moccasin fang
- Assembly kit
- Kor boot mold

Respond to your guildmaster that you wish to craft the boots and receive the Kor boot mold.

"A pair of boots would be an excellent choice, especially if you plan on doing any extended training in the training grounds. These boots offer excellent protection from the elements, as well as excellent support for your feet. To create the material needed to craft your boots, you will need to gather two Kobold scalps, an alligator hide, and a giant moccasin fang, and combine them in your assembly kit. Once you have the correct materials, you will need to forge the items together, along with this mold, to craft your Boots of the Kor Initiate."

THE ARMGUARDS

MATERIALS NEEDED

- 2 moccasin eggs
- 1 mosquito carcass
- 1 Kobold talisman
- Assembly kit
- Kor armplate mold

Respond to your guildmaster that you wish to craft the armguards and receive the Kor armplate mold.

"The armguards are also handy to have. While they are a bit restricting in the movement of the arms, it is much better to have them on when you don't need them, rather than not having them on when you do need them. To create the material needed to craft your armplates, you will need to gather two moccasin eggs, one mosquito carcass, and a Kobold talisman, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Armplates of the Kor Initiate."

THE LEGPLATES

MATERIALS NEEDED

- 1 Kobold liver
- 2 giant moccasin eyes
- 1 foot from a Froglok ghoul
- Assembly kit
- Kor legplate mold

Respond to your guildmaster that you wish to craft the legplates and receive the Kor legplate mold.

"The legplates are one of the more difficult armor pieces to craft. Due to the sheer size of the materials needed to craft the leggings, you will need to gather the items from some of the more dangerous regions of our training grounds. To create the material needed to craft your legplates, you will need to gather a Kobold liver, two giant moccasin eyes, and one foot from a Froglok ghoul, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Legplates of the Kor Initiate."

❀ Chapter 5: Beginning Quests ❀

THE GLOVES

MATERIALS NEEDED

- 1 cracked crab spider leg
- 1 malleable bleeder skin
- 2 spore buds
- Assembly kit
- Kor glove mold

Respond to your guildmaster that you wish to craft the gloves and receive the Kor glove mold.

"Gauntlets are a definite must for any recruit, especially those who do any sort of melee combat! Imagine what a shame it would be to have your recruitment cut short because you lose an appendage. It would be truly tragic. To create the material needed to craft your gauntlets, you will need to gather a cracked crab spider leg, a malleable bleeder skin, and two spore buds, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Gauntlets of the Kor Initiate."

THE BREASTPLATE

MATERIALS NEEDED

- 2 pristine bull alligator hides
- 1 larvae skin
- 2 pristine moccasin scales
- Assembly kit
- Kor breastplate mold

Respond to your guildmaster that you wish to craft the breastplate and receive the Kor breastplate mold.

"So, you think yourself skilled enough to obtain the components necessary to craft your breastplate? I sure hope that you aren't wrong, it would be a very sad day to know that we have lost such a promising young recruit because they were a bit overzealous. Regardless, as you have asked, I will give you the recipe to craft the breastplate. To create the material needed to craft your breastplate, you will need to gather two pristine bull alligator hides, larvae skin, and two pristine moccasin scales, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together along with this mold to craft your Breastplate of the Kor Initiate. After you have completed your breastplate, I may have another [task] for you to complete."

THE FINAL TASK

MATERIALS NEEDED

- Recover the lost journal

Ask Kor Master Gloorg what the final task is.

"If you are asking me about the task I spoke of earlier, then you must have surely completed the full suit of Kor Initiate's Armor! You have proven your worth, and moved past the stages of recruitment. Moving along in your training, this task that I wish you to complete will be dangerous, as you may perish, but I know that it will greatly help our cause. Enough of my chatter, the task I need you to complete is to recover a [lost journal] from the person who stole it."

Respond with, "What is the lost journal?"

"This journal was very important to a friend of mine, and a fellow recruit of yours. It also had some very detailed notes on a mission that he was on; however, it was lost during an attack on his camp one night. He managed to escape with his life, but the journal was lost. The only information that we have is that it was a band of undead abominations that attacked the camp, under someone's control, but we do not know whose. If you could perhaps return to me with this journal, I would be greatly appreciative."

You can find Water Soaked Journals off of Froglok initiates in the swamp. Once you have one, return to Kor Master Gloorg. Hail him and pass him the Water Soaked Journal and receive the Maul of the Kor Initiate.

"You've found the journal! I had never expected to see this again! You have proven your worth as an initiate. Please, take this Maul as a token of my appreciation!"

Your faction standing with clerics of Gukta got better.

Your faction standing with Protectors of Gukta got better.

Your faction standing with High Council of Gukta got better.

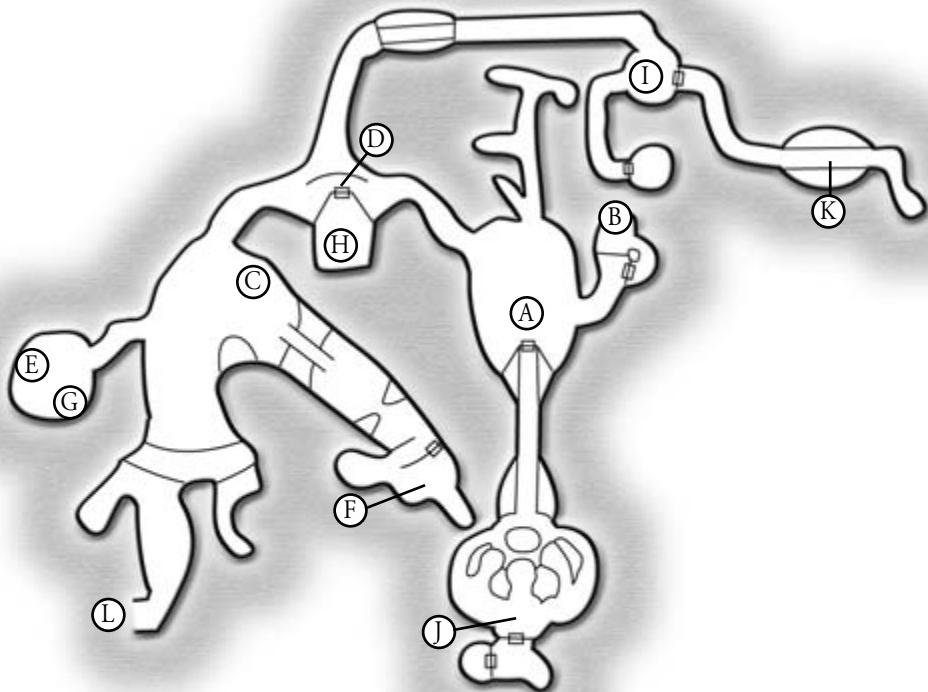
Your faction standing with Lorekeepers of Gukta got better.

Your faction standing with Guktan Elders got better.

Chapter 5: Beginning Quests

BEGINNING QUESTS FOR PALADINS

MAP OF GUKTA



Ⓐ Shin Master Grubbus
Ⓑ Banker Zlopps
Ⓒ Armor Merchant
Ⓓ Quartermaster Grik
Ⓔ Lorkeeper's Pit:
Zok Gimar

Ⓕ Tavern: Zok Seleka
Ⓖ Lorekeeper's Pit: Rukta
Jrarek
Ⓗ Mercantile: Zok Baloor
Ⓘ Garrison Command: Gaz
Sergeant Foppis

Ⓛ The Elders
Ⓜ The High Court
Ⓛ Entrance to
Innothule Swamp

SHIN MASTER GRUBBUS

As soon as you appear as a new Froglok paladin, you stand before your guildmaster, Shin Master Grubbus. Read the Guktan paladin recruit letter before hailing your guildmaster for your first task.

You receive the Initiate's Brooch of the Virtuous.

"As I knew you would, you have found me. You have even gone so far as to bring your letter with you. Very well done indeed. You may dispose of that note if you feel the need; there is no longer use for it. Your training has already begun and you have already proven you are not without ability. I trust you have chosen this path because it is the most devout, and leads itself directly to our creator, Mithaniel Marr. You will do well, I can foresee it. First though, you must make your way to the bank and speak with Banker Zlopps so he can instruct you on the importance of stowing your valuables. I give you one such valuable now, a brooch. Keep it with you as you journey as it will keep your soul close to Marr. Fare well, young Shin, and may the light of Marr guide you always."



Now that you have successfully spoken with your guildmaster, head to the bank and speak with Banker Zlopps.

BANKER ZLOPPS

Go through the door and behind the counter before hailing Dar Banker Zlopps.

Hail Dar Banker Zlopps.

"Welcome at last, young Shin. Shin Master Grubbus sent word of your arrival and I have been expecting you. It is crucial that you understand how important the bank can be for you. You can deposit any and all of your valuables into the bank for safekeeping until you need them at some later time. You can invest and remove any coin you may have gathered as well. I've just given you 5 gold, so why not try it out? Put the gold in your bank and then take it back out again. It's all quite easy to understand. When you are comfortable with using the bank, make your way to the armory for the next part of your training. Good luck to you, young Shin."



You have successfully spoken with Banker Zlopps! Now head to the armory to continue your training.

Chapter 5: Beginning Quests

ARMOR MERCHANT

Hail any of the armor merchants.

"Welcome, young one. I have been waiting for you to show up. Word has spread rather quickly that your training is progressing quite well; of this I am glad. Your next task is rather simple, but it is of the utmost importance. You must seek out Quartermaster Grik and pass along a message for me. The message is that the new front lives. Make haste to him and return to me when you have completed the mission so I know he received it. Good luck."

You have spoken with the armor merchant for the first time! Now head to Quartermaster Grik to give him the message.



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Ah, I have been expecting you. I'm glad you were so easily able to make your way to me, message still intact. You have done well in this endeavor and I urge you to hurry back to the armor master who sent you to me. Inform them that I have received the message successfully and all is well. You are indeed proving to be quite the soldier in this grand Army. Thank you, and good luck!"

You have successfully delivered the message to Quartermaster Grik! Now return to the armor vendor to complete your task.



ARMOR VENDOR

Hail an armor vendor.

"Well done! You have proven that you can carry an important message and in the doing have met our renowned Quartermaster Grik. We are very pleased that you were so quickly and efficiently able to deliver the message and return to me. You will most assuredly do well in the Guktan Army. For your troubles, take this as a token of my appreciation, and as a token of your continued excellence in training. Keep it up and more spoils may be on the path before you. Make your way to the Lorekeeper's Pit. There you should speak with Zok Gimar. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Now seek out Zok Gimar to continue your training.



LOREKEEPER'S PIT: ZOK GIMAR

Hail Zok Gimar.

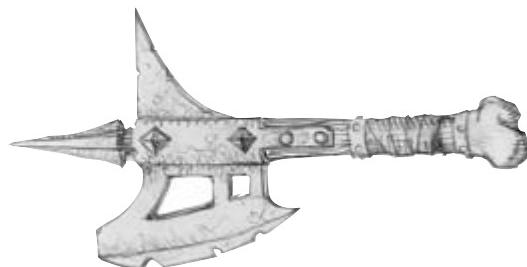
"Welcome. I can see your training is progressing quite well, and of that I am proud. It is always good to see someone as talented as you doing so well in the Guktak Army. In any case, I am one of the local Bakers and deal in all sorts of fine food. My latest creation involves the use of some fungus spores to give it an extra little kick, but I seem to have run out recently and have no way to finish the recipe without some more. That's where you come in! I need you to venture out into the swamp and retrieve for me some fungus spores so I can finish this recipe and get on with my next one. Hurry if you please. I don't want this to spoil!"



NOTE

This will be your first time into the swamp. Use whatever spells you have to help protect yourself from the upcoming battles.

Not far north of the entrance to Guntak is a small land expanse where corpse spores reside. You can attack these spores individually without fear of pulling aggro from any nearby spores. Continue to battle the spores until one drops a fungus spore, and return it to Zok Gimar.



Chapter 5: Beginning Quests

Hail Zok Gimar.

"You have returned, fungus spores and all. Your speed is quite a testament to your dedication, and I'm relieved that you are so committed to the cause. Alas, the fungus spores are not truly a part of this recipe. Who would think to use fungus spores in something to eat anyway?! No matter, you may do with those spores as you like, for you have finished your training with me. You have done well, and you will no doubt help to bring Gukta to power and keep it there for a great many years. Oh, I almost forgot.... Make your way to the tavern. There you should speak with one of the maids behind the bar, named Seleka. She will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Proceed to the tavern to continue your training.

TAVERN: ZOK SELEKA

Hail Zok Seleka.

"About time you got here. I've been waiting for someone to help me retrieve something from the Quartermaster, but it seems punctuality isn't the Army's strong point. No matter, I simply need you to go and retrieve from Quartermaster Grik a list of our recent patrons. Usually he tallies it up and sends it over, but he's been a little busy, what with everything else going on around here and hasn't yet had a chance. In any case, tell him I sent you for the list and return to me when you have retrieved it from him so I can get back to my other duties."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Hello again. You smell as if you were just recently drinking. Did [Zok Seleka send you] to find me?"

Answer by saying: "Zok Seleka sent me to find you" and you receive a list of tavern patrons.

"Oh yes, I've been meaning to get this list to her, but just keep getting sidetracked. Please take it to her so she can get back to her other, more important duties. You are turning out to be quite the reliable soldier, I must say. Keep up the good work!"

Return to Zok Seleka with the patron list.



ZOK SELEKA

Hail Zok Seleka.

"You made better time than I hoped. Thank you for bringing me the list, I'll now be able to get back to the more important things I have to do around here. I copied what I needed off of that list, so you can dispose of it as you see fit. For being so quick about it, please accept this drink, on the house. Oh, I almost forgot.... Make your way to the Lorekeeper's pit. There you should speak with Jrarek. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Now make your way to the Lorekeeper's Pit to continue your training.

LOREKEEPER'S PIT: RUKTA JRAREK

Hail Rukta Jrarek.

"You have arrived for your training, I presume? You will learn that there is a great deal of information to be found about the recent dealings we have had with the Trolls. Specifically, you might be interested to learn about how our battle to overtake Grobb from them went. Let me see, I have it here somewhere.... Drat! I don't know what happened to it. The page I'm looking for may still be out on the battlefield in the swamp. If you can go and retrieve it for me, I would be most appreciative. We should strive to preserve our heritage and history at any cost. Hurry now, young initiate!"



NOTE

The page Rukta Jrarek speaks of is near the entrance to Gukta. Look for a bag-shaped item on the ground near the guards. Pick it up and you have the Worn Battle Parchment. Return it at once to Rukta Jrarek.

Hail Rukta Jrarek with the Worn Battle Parchment and gain experience.

Chapter 5: Beginning Quests

"Well done, you have finished the task assigned to you, and in short order, no less. I congratulate you on your eagerness to learn and ability to complete such important errands without hesitation. By bringing this to me, you have helped to keep the history of our people intact and have proven to Marr that you serve him fully. You will one day become a great soldier in the Army of Gukta. As for that parchment, I no longer have use for it, so you may dispose of it as you see fit. Well done, once again, and may the strength of Marr be with you. Oh, I almost forgot.... Make your way to the mercantile. There you should speak with Zok Baloor. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Now head to the mercantile to continue your training.

MERCANTILE: ZOK BALOOR

Hail Zok Baloor.

"Greetings. I have been expecting them to send me a new recruit for training, and here you are. One thing I know from experience is that everyone will need some random, odd trinket every now and again to complement their suite of tools and weapons. That's where I come in! I provide those random trinkets so they don't have to go searching all over the world for such things. However, I am in desperate need of some spiderling legs to complete my list of goods, so I need for you to run out to the swamp and see if you can't rustle me up some. Make it quick, you never know when someone is going to come looking for that all-important spiderling leg!"



Go out into the swamp and slay crab spiderlings to retrieve the legs for Zok Baloor. Once you have secured the legs, return to the mercantile and hail Zok Baloor.

"Wonderful, you're back already. You made good time. I can tell you will be a very valuable asset to the Army, what with your promptness and attention to detail. In any case, keep up the good work and you may one day be in charge of simple merchants like myself, ordering us where to go and when to set up shop. Thanks again for the spider leg, but I really don't need it for anything, it was all part of your training after all. You can go ahead and dispose of it as you see fit. Oh, I almost forgot.... Make your way to the Garrison Command. There you should speak with Gaz Sergeant Foppis. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

GARRISON COMMAND: GAZ SERGEANT FOPPIS

"Greetings. You are standing before the High Court of Gukta. No one but the most dedicated and honorable soldiers may approach the High Court. It is this reason that you are here, to further your training to prove that you are worthy of stepping before them to seek their counsel. Before we will allow you to proceed, you must prove that you are not here under false pretenses. The first part of your assignment requires you to report to Innothule Swamp. There you must find the hostile trollish raiders and return to me one of their heads. When you return and we have proof that you have finished this task assigned to you, we will give you further instructions. Be off now, and be hasty in your pursuit."



NOTE

This is the toughest quest thus far. You can't solo this quest because Troll raiders and invaders will con red to you until at least Level 10. Find others to aid you in this quest and kill as many Troll raiders and invaders as you require until you each have a head. These are no-drop items, so you cannot ask a higher-level character to collect a head for you and return it. Though a higher-level character can certainly kill the Trolls, you have to be the one to loot the head to return to Gaz Sergeant Foppis. Once you have the head, travel back to Gukta with it.

Hail Gaz Sergeant Foppis and gain experience.

"Ah, you have returned at last, and you have the head with you. Truly you have proven yourself worthy of moving on to the next step. Before you can meet with the High Court, you must first meet with the Assembly and complete a task of their deciding. First however, rid yourself of that vile Troll's head so as not to offend the Assembly with its rancid stench. Go now to the heart of the outpost and speak with one of the Lokta Elders there."

You were successful in returning with the Troll raider's head! Now make your way to the Assembly to continue with your training.

Chapter 5: Beginning Quests

THE ELDERS

"Welcome to the Assembly of Gukta. By standing before us, you are presenting yourself to us to prove yourself worthy of standing before the High Court of Gukta in an official stance. That you have gotten this far proves your dedication, and of that we are proud. Before you can prove yourself worthy, you must journey to the Swamp of Innothule once more. There you will find one of our former brethren, a traitor to the cause, trying to subjugate those of us who do not follow his ways. You must slay this foul beast and return to us his tongue. When you have done so, it will signify your ultimate commitment to the cause, to the Guktan Army, and most of all, to Marr. Hurry along now, young one, and retrieve that which you now seek."



NOTE

Have plenty of patience while waiting for the Froglok traitors to appear. Their spawn rate is extremely slow and they are rare. Froglok traitors appear near the two islands across from the entrance to Guk. While waiting for the spawns, keep the area clear of any bleeders that may be in the vicinity. Bleeders smell fresh blood of the traitors and will destroy them before you can get a chance to kill them yourself.

Other threats in this area are the high-level mobs that roam about the outside of Guk. Kobolds frequent this area and will attack any low-level player. Don't venture here alone unless you've reached a high enough level to survive. Travel with others to help defend against the hordes of Kobolds. Kobolds are very social creatures who immediately come to the aid of any fellow Kobold under attack. If you find yourself outnumbered and in danger, run into Guk and hit the zone line, allowing plenty of time for Kobolds to forget you and to give yourself time to heal and rebuff.



PRIMA'S OFFICIAL STRATEGY GUIDE

Slay a Froglok traitor and return the tongue to the Elders. Hail the Elder you spoke to before.

"At last you have returned. We feared the worst when we heard reports of an uprising in the swamp. We see though, that you are safe, and have returned with you the tongue of the traitorous Froglok. Truly, you are a testament to this noble army and shall serve Marr well in all your endeavors. You would do well to dispose of that tongue like the piece of worthless trash it represents, and then take this note and go now to the High Court, where you will receive the words bestowed upon every new soldier into the Guktan Army. Well done."

You were successful in returning with the traitorous Froglok tongue! Take the note for the High Court and go there to continue your training.

THE HIGH COURT

Hail any of the Nobles of the High Court.

"Congratulations! You have successfully completed all parts of your training. You are ready to move out into the world of Norrath as a full-fledged soldier in the Guktan Army! To hone your skills even further, you may wish to speak to your guildmaster once again for additional tasks to aid the Army in its fight against the Trolls. Good luck soldier, and may the strength of Marr be with you in all that you endure in the times to come!"

You receive the Initiate's Virtuous Earring. Now return to your guildmaster for further training.

ADVANCED TRAINING FOR PALADINS

Hail Shin Master Grubbus.

"Welcome back, young Shin. I hope your training is going well. I have made note of your progress as best I can, and you are truly following in the footsteps of Marr with every day that passes. As a paladin of Marr we must uphold His name and destroy those that wish to bring evil upon our people. Under Marr, I am able to offer you an additional path for training, should you truly desire to follow the path of a [paladin]."

Respond to Shin Master Grubbus with, "I am a paladin."

"Very good. Initiates of the Knighthood of Marr must pass a series of tests. If you are devout and loyal to our cause you will be rewarded with our [ceremonial armor]."

Respond by saying, "What ceremonial armor?"

Chapter 5: Beginning Quests

"We, the Shin Initiates, play an important role as mentors, healers, and warriors against evil in the Guktan Army. As a Shin Initiate, all your battles should be fought in Marr's name. To show your homage to both Mithaniel Marr and our fellow brethren in the Guktan Army, young initiates are encouraged to complete a series of tasks that, when completed, will grant a set of Shin Initiate Armor. This armor shows your dedication and commitment to our cause. If you truly wish to walk in the path of the Truthbringer, I strongly suggest you complete your set of armor before venturing too far outside of the swamp. Are you [ready to begin]?"

Respond by saying, "I am ready to begin." You receive a Shin Initiate's Assembly Kit.

"Take this assembly kit. When you combine various items together in the assembly kit, you can create the different pieces of armor that you will need, such as [helm], [armguards], [breastplate], [bracers], [gauntlets], [greaves], and [boots]. If you would like to start crafting your armor, just tell me what piece you [wish to craft] and I will give you further instructions."

THE HELM

MATERIALS NEEDED

- 1 giant snake rattle
- 1 fungus clump
- 1 spider leg
- 2 small bricks of ore
- Assembly kit
- Enchanted helm mold

Respond to your guildmaster that you wish to craft a helm and receive an enchanted helm mold.

"The Helm of the Shin Initiate is one of the more difficult parts of your armor that you will craft. Make sure you are prepared before you venture out to locate the needed items. To make your helm you will need to gather a giant snake rattle, one fungus clump, one spider leg, and two small bricks of ore from Innothule. If you cannot find any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created material to a forge, such as the one in the Gukta Exchange, along with this mold."

ARMGUARDS

MATERIALS NEEDED

- 1 giant snake rattle
- 2 snake fangs
- 1 spiderling leg
- 1 small brick of ore
- Assembly kit
- Enchanted armguard mold

Respond to your guildmaster that you wish to craft the armguards and receive an enchanted armguard mold.

"To create armguards, go to Innothule and find a giant snake rattle, two snake fangs, one spiderling leg, and one small brick of ore. If you cannot find any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created materials to a forge, such as the one in the Gukta Exchange, along with this mold."

BRACERS

MATERIALS NEEDED

- 1 snake fang
- 1 zombie skin
- 1 turquoise
- 1 small brick of ore
- Assembly kit
- Enchanted bracer mold

Respond to your guildmaster that you wish to craft the bracers and receive an enchanted bracer mold.

"Creating bracers is a fairly easy task. However, even the most basic of tasks are important when done in Marr's name. Gather one snake fang, one zombie skin, one turquoise, and one small brick of ore from the swamp. If you cannot find any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created materials to a forge, such as the one in the Gukta Exchange, along with this mold."

❀ Chapter 5: Beginning Quests ❀

GAUNTLETS

MATERIALS NEEDED

- 1 small mosquito wing
- 1 large snake skin
- 2 zombie skins
- 1 small brick of ore
- Assembly kit
- Enchanted gauntlet mold

Respond to your guildmaster that you wish to craft the gauntlets and receive an enchanted gauntlet mold.

"Gauntlets are a good choice. Gauntlets of the Shin Initiate are fairly simple to craft. You will need to gather one small mosquito wing, one large snake skin, two zombie skins, and one small brick of ore from Innothule. If you cannot find any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created materials to a forge, such as the one in the Gukta Exchange, along with this mold."

BOOTS

MATERIALS NEEDED

- 1 snake fang
- 1 small mosquito wing
- 1 zombie skin
- 2 small bricks of ore
- Assembly kit
- Enchanted boots mold

Respond to your guildmaster that you wish to craft the boots and receive an enchanted boots mold.

"Very good. We, as paladins of Marr, have a duty to uphold the teachings and be his voice to all who will listen. Though the crafting of Boots of the Shin Initiate are relatively easy to create, do not be idle in either thought or action. To create your boots you will need to venture into the swamp and gather a few items. You will need to gather one snake fang, one small mosquito wing, one zombie skin, and two small bricks of ore. If you cannot locate any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created materials to a forge, such as the one in the Gukta Exchange, along with this mold."

GREAVES

MATERIALS NEEDED

- 1 desert tarantula chitin
- 1 giant snake fang
- 1 pristine giant scarab carapace
- 3 small bricks of ore
- Assembly kit
- Enchanted greaves mold

Respond to your guildmaster that you wish to craft the greaves and receive an enchanted greaves mold.

"In the battle for Grobb, many of our brethren fell. Their lives were lost so that we may carry on Marr's Blessing. To aid you in your forthcoming battles, you may want to begin constructing Greaves of the Shin Initiate. Be forewarned, however, that they are somewhat difficult to construct. You will need to venture to the Deserts of Ro and gather a desert tarantula chitin, a giant snake fang, a pristine giant scarab carapace, and three small bricks of ore. If you cannot find any ore in the swamp, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created materials to a forge, such as the one in the Gukta Exchange, along with this mold."

BREASTPLATE

MATERIALS NEEDED

- 1 lightstone
- 1 pristine giant scarab carapace
- 1 desert tarantula chitin
- 1 deathfist slashed belt
- 2 small bricks of ore
- Assembly kit
- Enchanted breastplate mold

Respond to your guildmaster that you wish to make the breastplate and receive an enchanted breastplate mold.

Chapter 5: Beginning Quests

"To make a Breastplate of the Shin Initiate you will need to travel to the Commonlands, the Deserts of Ro, and Innothule Swamp and gather a lightstone, one pristine giant scarab carapace, a desert tarantula chitin, a deathfist slashed belt, and two small bricks of ore. If you cannot locate any ore in your travels, you might be able to find some ore for sale by visiting the local merchants. Once you have found these items, combine them in your assembly kit and take the newly created material to a forge, such as the one in the Gukta Exchange, along with this mold. After you have completed your Breastplate, come back to talk to me if you wish to perform your [final test]."

THE FINAL TEST

MATERIALS NEEDED

- **Return the Head of Fipok Glubble**

Ask Shin Master Grubbus, "What is the final test?"

"Not all of our brethren follow the ways of the Truthbringer. In fact, a once noble paladin of our cause has decided to betray us and side with the Trolls. For what reason, I do not know. His name is Fipok Glubble. There have been numerous sightings of him in the swamp. He must be stopped before he can cause harm to our people. If you can find him, bring me his head and I will reward you."

Travel into Innothule Swamp and search for Fipok Glubble. Find him standing near the undead tower (location: positive 1906, negative 806) in the north part of the swamp. Several undead ghouls are in the area, so proceed with caution. It would help to have a higher-level helper get his attention, drawing him out for you to slay. After Fipok Glubble is dead, take his head and return to Shin Master Grubbus and hail him. Give the head to Shin Master Grubbus and receive the Blade of the Shin Initiate.

NOTE

Though the head of Fipok Glubble is a lore item, it is not a no-drop item. Others can retrieve the head for you and give it to you. However, you must be the one to return it to Shin Master Grubbus to receive your reward.

"In the name of the Truthbringer! You have done it! Take this Blade of the Shin Initiate. May it aid you in your future battles!"

Your faction standing with paladins of Gukta got better.

Your faction standing with Protectors of Gukta got better.

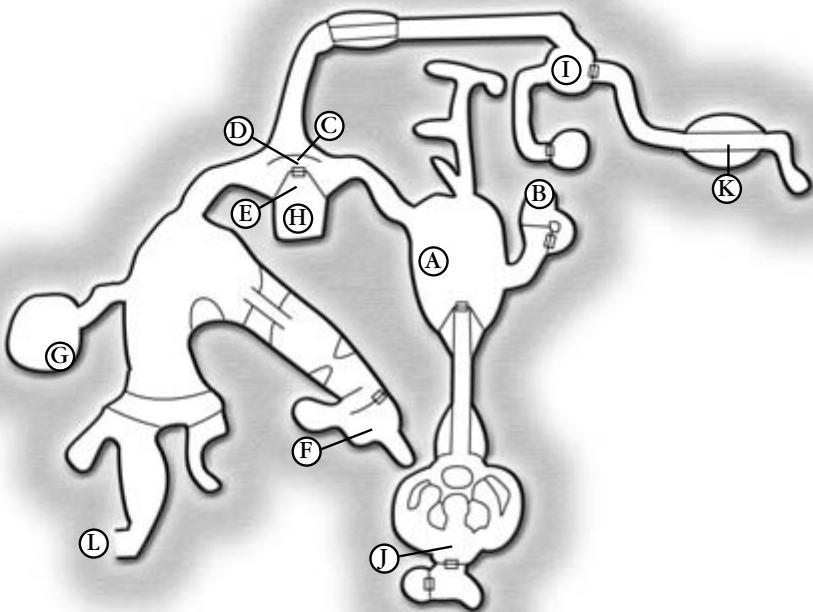
Your faction standing with High Council of Gukta got better.

Your faction standing with Lorekeepers of Gukta got better.

Your faction standing with Guktan Elders got better.

BEGINNING QUESTS FOR SHAMANS

MAP OF GUKTA



- Ⓐ Yun Master Arglug
- Ⓑ Banker Zlopps
- Ⓒ Shaman Spell Vendors
- Ⓓ Quartermaster Grik
- Ⓔ Mercantile: Zok Glag
- Ⓕ Tavern: Zok Lillis
- Ⓖ Zok Dendrung
- Ⓗ Lorekeeper's Pit: Rukta Karuup
- Ⓘ Garrison Command: Gaz Lieutenant Glooso
- Ⓛ The Elders
- Ⓜ The High Court
- Ⓛ Entrance to Innothule Swamp

Chapter 5: Beginning Quests

YUN MASTER ARGLUG

As soon as you appear as a new Froglok shaman, you stand before your guildmaster, Yun Master Arglug. Read the Guktan shaman recruit letter before hailing your guildmaster for your first task.

You receive the Initiate's Brooch of the Spirited.

"The spirits have finally sought to guide you to me, and with good cause. As well, they have saw you fit to carry your letter of recruitment with you, and you have done so without incident. You will prove to be a very valued member of the Guktan Army if you keep your attention to such detail the same, young Yun. You may dispose of that note if you feel the need; there is no longer use for it. We mustn't waste time, so I urge you to head to the bank immediately so you can continue your training. When there, you will need to speak with Banker Zlopps so he can instruct you on the importance of stowing your valuables. I offer you a brooch as such a valuable. Keep it with you and the good spirits will guide you in your training and in your journeys. Good luck, young Yun."

Now that you have successfully spoken with your guildmaster, head to the bank and speak with Banker Zlopps!

BANKER ZLOPPS

Go through the door and behind the counter before hailing Dar Banker Zlopps.

Hail Dar Banker Zlopps.

"Welcome at last, young Yun. Yun Master Arglug sent word of your arrival and I have been expecting you. It is crucial that you understand how important the bank can be for you. You can deposit any and all of your valuables into the bank for safekeeping until you need them at some later time. You can invest and remove any coin you may have gathered as well. I've just given you 5 gold, so why not try it out? Put the gold in your bank and then take it back out again. It's all quite easy to understand. When you are comfortable with using the bank, make your way to the shaman spell vendors for the next part of your training. Good luck to you, young Yun."

You have successfully spoken with Banker Zlopps! Now head to the shaman spell vendors to continue your training.



SHAMAN SPELL VENDORS

Hail any of the shaman spell vendors.

"Welcome, young Yun. I have been waiting for you to show up. Word has spread rather quickly that your training is progressing quite well; of this I am glad. Your next task is rather simple, but it is of the utmost importance. You must seek out Quartermaster Grik and pass along a message for me. The message is that the new front lives. Make haste to him and return to me when you have completed the mission so I know he received it. Good luck, young Yun."

Travel to Quartermaster Grik with the message.



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Ah, I have been expecting you. I'm glad you were so easily able to make your way to me, message still intact. You have done well in this endeavor and I urge you to hurry back to the spell master who sent you to me. Inform them that I have received the message successfully and all is well. You are indeed proving to be quite the soldier in this grand Army. Thank you, and good luck!"

Return to the shaman vendor with the message.



Chapter 5: Beginning Quests

SHAMAN SPELL VENDOR

Hail the spell vendor.

"Well done! You have proven that you can carry an important message and in the doing have met our renowned Quartermaster Grik. We are very pleased that you were so quickly and efficiently able to deliver the message and return to me. You will most assuredly do well in this Guktan Army. For your troubles, take this spell as a token of my appreciation, and as a token of your continued excellence in training. Keep it up and more spoils may be on the path before you. Make your way to the mercantile. There you should speak with Zok Glag. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



MERCANTILE: ZOK GLAG

Hail Zok Glag.

Zok Glag says, "You are the one they sent for me to train? Hmm, you don't seem too terribly impressive to me, but so be it. I offer up young starters like yourself an early outlet to get supplies to keep them going for the Army. A favorite pastime of a great many soldiers, of course, is fishing, which I have supplies for. However, I was hoping to expand my supplies of bait a bit, and I hear that spiderling eyes are great for luring fish out of the water. I don't know if this is true, but I need you to retrieve one for me so I can test it out to determine if I'll start stocking them. Hurry and retrieve one for me so I can get on with my other business."



Travel into Innothule Swamp and retrieve a spiderling eye. Return it to Zok Glag.

Hail Zok Glag.

"Ah, there you are, and with the eye. You had no trouble with that, I hope. Well, even if so, you are a soldier in the Guktan Army, trouble and perhaps a little bit of elbow grease is to be expected. Either way, you've done well today and have returned what I asked for in short order. Your speediness will be a benefit to you and your comrades during times of war. In any case, it looks as though the eye isn't as juicy for those little fish as we thought, so you can go ahead and dispose of the eye as you see fit. You might want to find someone to sell that to, I'm sure they'd give you a reasonable rate for it. Oh, I almost forgot...." He looks at you briefly, then nods in assurance, "Make your way to the tavern. There you should speak with one of the maids behind the bar, named Lillis. She will instruct you on what will be needed of you next in your training. Good luck to you, young one."

TAVERN: ZOK LILLIS

Hail Barmaid Lillis.

"About time you got here. I've been waiting for someone to help me retrieve something from the Quartermaster, but it seems punctuality isn't the Army's strong point. No matter, I simply need you to go and retrieve from Quartermaster Grik a list of our recent patrons. Usually he tallies it up and sends it over, but he's been a little busy, what with everything else going on around here and hasn't yet had a chance. In any case, tell him I sent you for the list and return to me when you have retrieved it from him so I can get back to my other duties."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

Quartermaster Grik says, "Hello again. You smell as if you were just recently drinking. Did [Zok Lillis send you] to find me?"

Answer with, "Yes, Zok Lillis sent me to find you."

"Oh yes, I've been meaning to get this list to her, but just keep getting sidetracked. Please take it to her so she can get back to her other, more important duties. You are turning out to be quite the reliable soldier, I must say. Keep up the good work!"

Return to Lillis with the list.



Chapter 5: Beginning Quests

TAVERN: LILLIS

Hail Zok Lillis.

Zok Lillis says, "You made better time than I had hoped. Thank you for bringing me the list, I'll now be able to get back to the more important things I have to do around here. I copied what I needed off of that list, so you can dispose of it as you see fit. For being so quick about it, please accept this drink, on the house. Oh, I almost forgot.... Make your way to the outpost's edge, toward an alcove nearby. There you should speak with Zok Dendrung. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



ZOK DENDRUNG

Hail Zok Dendrung.

"Spirits be with you. I can see that you were sent to me as part of your training. As a fervent follower of the Yun traditions, it is wise to fully comprehend how the spirits work and how you are a part of them, as they are a part of you. For instance, I deal in the healing of the spirits—both of men and of animals—through the use of the plants and roots of the land. One such root that I use, a fungalia root, is used in particular to heal the spirits of the earth. Unfortunately, I have run low on this root, and so begins your training. I need you to venture out into the swamp and retrieve a sample of the root for me so that I can refill my supply. Make haste in this endeavor, for the spirits cannot wait for the tardiness of mortals."



Travel into Innothule Swamp and slay corpse spores to retrieve a fungalia root and return it to Zok Dendrung.

Hail Zok Dendrung.

"To say nothing of your hastiness, you have returned with the root. I am glad to have been a part of your training for this meeting and hope that you will continue this excellent progress in the future, both in training and in life. By bringing me the root, you not only show you are respectful for the orders of a superior, but also that you honor the spirits by choosing to help them. In this, they and I are grateful, so it is with pleasure that I offer you that same root, to do with as you please. You have done well. Oh, I almost forgot...." He ponders for a moment, then says without pause, "Make your way to the Lorekeeper's Pit. There you should speak with Karuup. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Travel to the Lorekeeper's Pit and speak to Rukta Karuup.

LOREKEEPER'S PIT: RUKTA KARUUP

Hail Rukta Karuup.

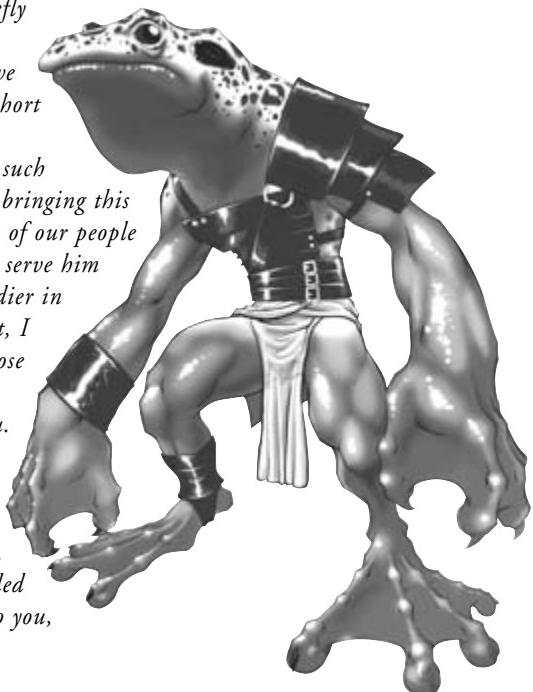
"You have arrived for your training, I presume? You will learn that there is a great deal of information to be found about the recent dealings we have had with the Trolls. Specifically, you might be interested to learn about how our battle to overtake Grobb from them went. Let me see, I have it here somewhere.... Drat! I don't know what happened to it. The page I'm looking for may still be out on the battlefield in the swamp. If you can go and retrieve it for me, I would be most appreciative. We should strive to preserve our heritage and history at any cost. Hurry now, young initiate!"



Travel into Innothule Swamp to find the Worn Battle Parchment. Find it very near the guards who stand near the entrance to Gukta. When you have the parchment, return to Rukta Karuup.

Hail Rukta Karuup.

Rukta Karuup looks over the paper briefly before jotting down something in a book. He looks up and says, "Well done, you have finished the task assigned to you, and in short order, no less. I congratulate you on your eagerness to learn and ability to complete such important errands without hesitation. By bringing this to me, you have helped to keep the history of our people intact, and have proven to Marr that you serve him fully. You will one day become a great soldier in the Army of Gukta. As for that parchment, I no longer have use for it, so you may dispose of it as you see fit. Well done, once again, and may the strength of Marr be with you. Oh, I almost forgot...." He tosses you a quick glance, then says, "Make your way to the Garrison Command. There you should speak with Gaz Lieutenant Glooso. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



Chapter 5: Beginning Quests

GARRISON COMMAND: GAZ LIEUTENANT GLOOSO

Hail Gaz Lieutenant Glooso.

Gaz Lieutenant Glooso says, "Greetings. You are standing before the High Court of Gukta. No one but the most dedicated and honorable soldiers may approach the High Court. It is this reason that you are here, to further your training to prove that you are worthy of stepping before them to seek their counsel. Before we will allow you to proceed, you must prove that you are not here under false pretenses. The first part of your assignment requires you to report to Innothule Swamp. There you must find the hostile trollish raiders and return to me one of their heads. When you return and we have proof that you have finished the task assigned to you, we will give you further instructions. Be off now, and be hasty in your pursuit."



NOTE

This is the toughest quest thus far. You can't solo this quest, because Troll raiders and invaders will con red to you until at least Level 10. Find others to aid you in this quest and kill as many Troll raiders and invaders as you require until you each have a head. These are no-drop items, so you cannot ask a higher-level character to collect a head for you and return it. Though a higher-level character can certainly kill the Trolls, you have to be the one to loot the head to return to Gaz Lieutenant Glooso. Once you have the head, travel back to Gukta with it.

Hail Gaz Lieutenant Glooso.

"Ah, you have returned at last, and you have the head with you. Truly you have proven yourself worthy of moving on to the next step. Before you can meet with the High Court, you must meet with the Assembly and complete a task of their deciding. First however, rid yourself of that vile Troll's head as so not to offend the Assembly with its rancid stench. Go now to the head of the outpost and speak with one of the Lokta Elders there."

ASSEMBLY: THE LOKTA ELDERS

"Welcome to the Assembly of Gukta. By standing before us, you are presenting yourself to us to prove yourself worthy of standing before the High Court of Gukta in an official stance. That you have gotten this far proves your dedication, and of that we are proud. Before you can prove yourself worthy, you must journey to the Swamp of Innothule once more. There you will find one of our former brethren, a traitor to the cause, trying to subjugate those of us who do not follow his ways. You must slay this foul beast and return to us his tongue. When you have done so, it will signify your ultimate commitment to the cause, to the Guktan Army, and most of all, to Marr. Hurry along now, young one, and retrieve that which you now seek."



NOTE

Have plenty of patience while waiting for the Froglok traitors to appear. Their spawn rate is extremely slow and they are rare. Froglok traitors appear near the two islands across from the entrance to Guk. While waiting for the spawns, keep the area clear of any bleeders that may be in the vicinity. Bleeders smell fresh blood of the traitors and will destroy them before you can get a chance to kill them yourself.

Other threats in this area are the high-level mobs that roam about the outside of Guk. Kobolds frequent this area and will attack any low-level player. Don't venture here alone unless you've reached a high enough level to survive. Travel with others to help defend against the hordes of Kobolds. Kobolds are very social creatures who immediately come to the aid of any fellow Kobold under attack. If you find yourself outnumbered and in danger, run into Guk and hit the zone line, allowing plenty of time for Kobolds to forget you and to give yourself time to heal and rebuff.

Chapter 5: Beginning Quests

Slay a Froglok traitor and return the tongue to the Elders. Hail the Elder you spoke to before.

"At last you have returned. We feared the worst when we heard reports of an uprising in the swamp. We see though, that you are safe, and have returned with you the tongue of the traitorous Froglok. Truly, you are a testament to this noble army, and shall serve Marr well in all your endeavors. You would do well to dispose of that tongue like the piece of worthless trash it represents, and then take this note and go now to the High Court, where you will receive the words bestowed upon every new soldier into the Guktan Army. Well done."

You were successful in returning with the traitorous Froglok tongue! Take the note for the High Court and go there to continue your training.

THE HIGH COURT

Hail any of the Nobles of the High Court.

"Congratulations! You have successfully completed all parts of your training. You are ready to move out into the world of Norrath as a full-fledged soldier in the Guktan Army! To hone your skills even further, you may wish to speak to your guildmaster once again for additional tasks to aid the Army in its fight against the Trolls. Good luck soldier, and may the strength of Marr be with you in all that you endure in the times to come!"

You receive the Initiate's Spirited Earring. Now return to your guildmaster for further training.

ADVANCED TRAINING FOR SHAMANS

Hail Yun Master Arglug.

"Welcome back, young Yun. I hope your training is going well. Unfortunately, I have been unable to keep up-to-date on your progress, but should you need advanced training in any individual skills, I am here to help you with that. As well, I am here to help guide you through your growth as a Shaman in the Guktan Army. The spirits will also be your guide, and with the skills that you learn here, you will be better equipped to serve the Army. If you plan on following the path of a [shaman], I have some tasks for you to complete, if it suits your interest."

Respond to Yun Master Arglug with, "I am a shaman."

"I thought as much. I am glad that you have chosen to become a shaman. Let's get started on your training. I will give you a list of items that you will need to collect, as well as a magical assembly kit in which to combine these items. Once you have successfully combined the items, it will create a material that you will use to craft a suit of armor that will protect you from the dangers of the training grounds. If you are ready to begin your task, I will give you the assembly kit and instructions for collecting the items required to craft your armor. Are you ready to receive your [assembly kit]?"

Respond to Yun Master Arglug that you are ready to receive your assembly kit. You receive a Yun Recruit's Assembly Kit.

"Excellent, then it is time that we get started. Here is the assembly kit used to combine the different items required to craft your own Yun Initiate's Armor. Each piece of armor will require different items to craft. These items will be available from both our outposts, as well as the training grounds near here. When you are ready to receive a recipe for a specific material, simply tell me which armor piece you [wish to craft]. I hold the recipes for Yun Initiate's [helm], [bracers], [boots], [armguards], [legplates], [gloves], and [breastplates]. Keep in mind that the items required to make some of the larger pieces of armor will be a bit more difficult to get. You may want to wait until you are more experienced before attempting to obtain the components."

THE HELM

MATERIALS NEEDED

- 1 water moccasin tail
- 2 mosquito eyes
- 1 chunk of digested earth
- Assembly kit
- Yun helm mold

Respond to Yun Master Arglug that you wish to craft a helm and receive the Yun helm mold.

"Wise choice, young recruit. The helm is one of the most important pieces of armor that one could ever hope to obtain. Protection of your head at all times is a must. To create the material needed to craft your helm, you will need to gather a water moccasin tail, two mosquito eyes, and a chunk of digested earth, and combine them in your assembly kit. Once you have the correct material, you will need to combine the items together in a forge, along with this mold, to craft your Helm of the Yun Initiate."

THE BRACERS

MATERIALS NEEDED

- 1 crab spider's carapace
- 1 poison sack of a bleeder
- 2 airborne spores
- Assembly kit
- Yun bracer mold

Respond to Yun Master Arglug that you wish to craft the bracers and receive the Yun bracer mold.

Chapter 5: Beginning Quests

"A bracer is a simple but effective piece of armor. It enables some deflection of small blows to the wrists in melee-based combat. The bracer is one of the most basic sections of armor to craft, as well as being the easiest of all the armor pieces to collect the correct items. To create the material needed to craft your bracer, you will need to gather a crab spider's carapace, the poison sack of a bleeder, and two airborne spores, and combine them in your assembly kit. Once you have the resulting material, you will need to combine it together in a forge, along with this mold, to craft your Bracer of the Yun Initiate."

THE BOOTS

MATERIALS NEEDED

- 2 Kobold talons
- 1 amulet from an undead Froglok
- 1 ball of pulpy fungus
- Assembly kit
- Yun boot mold

Respond to Yun Master Arglug that you wish to craft the boots and receive the Yun boot mold.

"A pair of boots would be a wise choice for a young recruit. Our training grounds are often dangerous, and plagued with various perils. Boots would offer some excellent protection for your feet, as well as some protection from the elements. To create the material needed to craft your boots, you will need to gather two Kobold talons, an amulet from an undead Froglok, and a ball of pulpy fungus, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Boots of the Yun Initiate."

THE ARMGUARDS

MATERIALS NEEDED

- 2 chunks of mosquito meat
- 1 large fungal spore
- 1 giant snake fang
- Assembly kit
- Yun armplate mold

Respond to Yun Master Arglug that you wish to craft the armguards and receive the Yun armplate mold.

"Armguards are one of the pieces of armor that no Froglok should be without! They offer protection for the arms, and some for the shoulders, as well. A good thing if a block goes awry! To create the material needed to craft your armplates, you will need to gather two chunks of mosquito meat, a large fungal spore, and a giant snake fang, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Armplates of the Yun Initiate."

THE LEGPLATES

MATERIALS NEEDED

- 2 bull alligator teeth
- 1 larval carapace
- 1 pristine Kobold paw
- Assembly kit
- Yun legging mold

Respond to Yun Master Arglug that you wish to craft the legplates and receive the Yun legging mold.

"Legplates are one of the more difficult items to craft; however, they offer a significant amount of protection for a young recruit. Since the legplates are a big larger than most other pieces of armor, the components required to craft the material come from some of the larger, and more dangerous creatures in the training grounds. To create the material needed to craft your legplates, you will need to gather two bull alligator teeth, one larval carapace, and one pristine Kobold paw, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Legplates of the Yun Initiate."



❀ Chapter 5: Beginning Quests ❀

THE GLOVES

MATERIALS NEEDED

- 2 pristine bleeder skins
- 1 crab spiderling fang
- 1 mushroom spore
- Assembly kit
- Yun gauntlet mold

Respond to Yun Master Arglug that you wish to craft the gloves and receive the Yun gauntlet mold.

"Excellent! Gauntlets are the choice of smart recruits. One of the first things that one should do is protect your hands, since your hands are very important, especially in melee combat! To create the material needed to craft your gauntlets, you will need to gather two pristine bleeder skins, one crab spiderling fang, a mushroom spore, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Gauntlets of the Yun Initiate."

THE BREASTPLATE

MATERIALS NEEDED

- 2 burly kobold ears
- 1 moccasin poison
- 2 bull alligator spines
- Assembly kit
- Yun breastplate mold

Respond to Yun Master Arglug that you wish to craft the breastplate and receive the Yun breastplate mold.

"You wish to create a breastplate? Do you think you are skilled enough to obtain the materials needed to craft it? Well, I hope that you aren't wrong; it would be tragic if we lost a recruit because he was too zealous, too soon. Regardless, as you have asked, I will give you the recipe to craft the breastplate. To create the material needed to craft your breastplate, you will need to gather two burly Kobold ears, some moccasin poison, and two bull alligator spines, and combine them in your assembly kit. Once you have the correct material, you will need to forge the items together, along with this mold, to craft your Breastplate of the Yun Initiate. After you have completed your breastplate, I may have another [task] for you to complete."

THE FINAL TASK

MATERIALS NEEDED

- **Artifact**

Ask Yun Master Arglug what is the final task.

"I speak of this with you only because I believe you have proven yourself to be a recruit of impeccable reputation and feel that you will not let me down. Not long ago, a small artifact was lost, though the details of how were never discovered. What we do know, is that a small band of Froglok traitors and exiles took the item. The artifact was not extremely powerful, it had more sentimental value than anything else, but if you could retrieve it, you would save me the trouble of having to hunt them down myself."

Go into the swamp and slay Froglok exiles and traitors until you have recovered a Small Magical Artifact. Return to Yun Master Arglug with the artifact and hand it to him and receive the Cudgel of the Yun Initiate.

"Excellent work young one! You have returned to me with the lost artifact. You have proven your worth as an initiate. Please, take this cudgel as a token of my appreciation!"

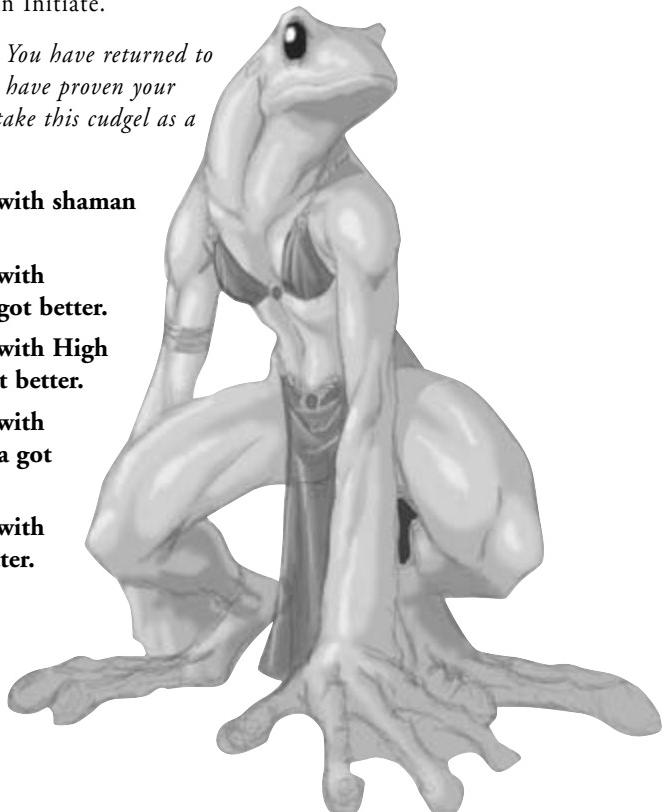
Your faction standing with shaman of Gukta got better.

Your faction standing with Protectors of Gukta got better.

Your faction standing with High Council of Gukta got better.

Your faction standing with Lorekeepers of Gukta got better.

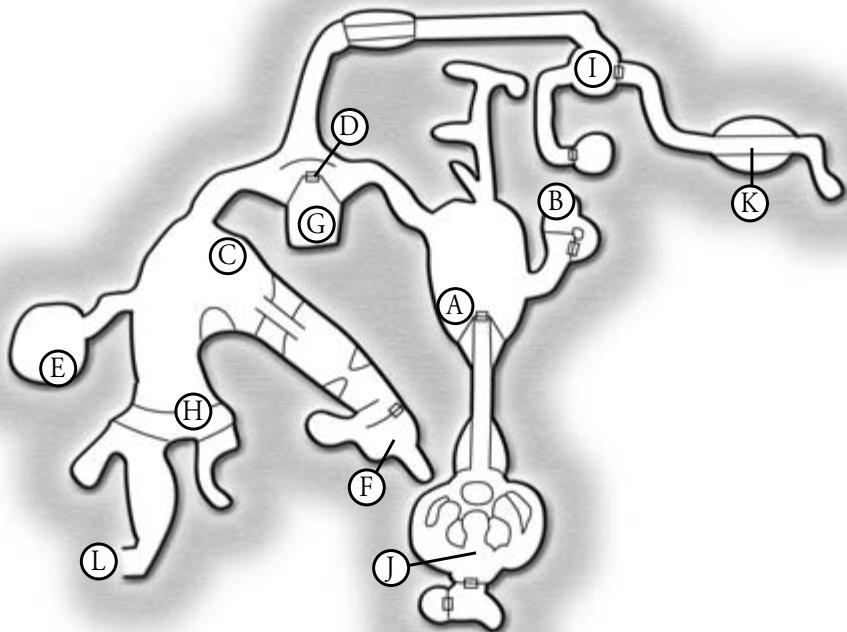
Your faction standing with Gukta Elders got better.



Chapter 5: Beginning Quests

BEGINNING QUESTS FOR WARRIOR

MAP OF GUKTA



- | | | |
|----------------------------------|--|-------------------------------|
| Ⓐ Dar Master Griblok | Ⓔ Tavern: Zok Seleka | Ⓛ The Elders |
| Ⓑ Banker Zlopps | Ⓖ Mercantile: Zok Glag | Ⓜ The High Court |
| Ⓒ Armory Suppliers | Ⓗ Tradeskill Merchant: Zok Moic | Ⓛ Entrance to Innothule Swamp |
| Ⓓ Quartermaster Grik | Ⓘ Garrison Command: Gaz Commander Giidib | |
| Ⓔ Lorekeeper's Pit: Rukta Jrarek | | |

DAR MASTER GRIBLOK

As soon as you appear as a new Froglok warrior, you stand before your guildmaster, Dar Master Griblok. Read the Guktan warrior recruit letter before hailing your guildmaster for your first task.

You receive the Initiate's Brooch of the Stalwart.

"Well done, young warrior. You have proven that you are at the very least capable of reading, and furthermore of finding your most basic directions. You may dispose of that note if you feel the need; there is no longer use for it. From here out, you will be tested to see if you are truly capable of being an integral part of the Guktan Army.

Before we go too far though, it is imperative that you make sure to train with me before you are off, and when you are done, to head to the bank and speak with Banker Zlopps."

Now that you have successfully spoken with your guildmaster, head to the bank and speak with Banker Zlopps.



BANKER ZLOPPS

Go through the door and behind the counter before hailing Dar Banker Zlopps.

Hail Dar Banker Zlopps.

"Welcome at last, young Dar. Dar Master Griblok sent word of your arrival and I have been expecting you. It is crucial that you understand how important the bank can be for you. You can deposit any and all of your valuables into the bank for safekeeping until you need them at some later time. You can invest and remove any coin you may have gathered as well. I've just given you 5 gold, so why not try it out? Put the gold in your bank and then take it back out again. It's all quite easy to understand. When you are comfortable with using the bank, make your way to the Armor supplies for the next part of your training. Good luck to you, young Dar."



You have successfully spoken with Banker Zlopps! Now head to the armor suppliers to continue your training.

Chapter 5: Beginning Quests

ARMORY SUPPLIERS

Hail an armor merchant.

"Welcome, young one. I have been waiting for you to show up. Word has spread rather quickly that your training is progressing quite well; of this I am glad. Your next task is rather simple, but it is of the utmost importance. You must seek out Quartermaster Grik and pass along a message for me. The message is that the new front lives. Make haste to him and return to me when you have completed the mission so I know he received it. Good luck."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Ah, I have been expecting you. I'm glad you were so easily able to make your way to me, message still intact. You have done well in this endeavor and I urge you to hurry back to the armor master who sent you to me. Inform them that I have received the message successfully and all is well. You are indeed proving to be quite the soldier in this grand Army. Thank you and good luck!"

Return to the armor merchant you spoke to previously and hail him.



"Well done! You have proven that you can carry an important message and in the doing have met our renowned Quartermaster Grik. We are very pleased that you were so quickly and efficiently able to deliver the message and return to me. You will most assuredly do well in this Guktan Army. For your troubles, take this piece of armor as a token of my appreciation, and as a token of your continued excellence in training. Keep it up and more spoils may be on the path before you." He ponders for a moment, then says without pause, "Make your way to the Lorekeeper's Pit. There you should speak with Jrarek. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

LOREKEEPER'S PIT: RUKTA JRAREK

Hail Rukta Jrarek.

"You have arrived for your training, I presume? You will learn that there is a great deal of information to be found about the recent dealings we have had with the Trolls. Specifically, you might be interested to learn about how our battle to overtake Grobb from them went. Let me see, I have it here somewhere.... Drat! I don't know what happened to it. The page I'm looking for may still be out on the battlefield in the swamp. If you can go and retrieve it for me, I would be most appreciative. We should strive to preserve our heritage and history at any cost. Hurry now, young initiate!"



Travel into Innothule Swamp to find the Worn Battle Parchment. Find it near the guards who stand near the entrance to Gukta. When you have the parchment, return to Rukta Jrarek.

Hail Rukta Jrarek.

Rukta Jrarek looks over the paper briefly before jotting down something in a book. He looks up and says, "Well done, you have finished the task assigned to you, and in short order, no less. I congratulate you on your eagerness to learn and ability to complete such important errands without hesitation. By bringing this to me, you have helped to keep the history of our people intact, and have proven to Marr that you serve him fully. You will one day become a great soldier in the Army of Gukta. As for that parchment, I no longer have use for it, so you may dispose of it as you see fit. Well done once again, and may the strength of Marr be with you. Oh, I almost forgot...." He looks at you briefly, then nods in assurance, "Make your way to the tavern. There you should speak to one of the maids behind the bar, named Seleka. She will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Chapter 5: Beginning Quests

TAVERN: ZOK SELEKA

Hail Zok Seleka.

"About time you got here. I've been waiting for someone to help me retrieve something from the Quartermaster, but it seems punctuality isn't the Army's strong point. No matter, I simply need you to go and retrieve from Quartermaster Grik a list of our recent patrons. Usually he tallies it up and sends it over, but he's been a little busy, what with everything else going on around here and hasn't yet had a chance. In any case, tell him I sent you for the list and return to me when you have retrieved it from him so I can get back to my other duties."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Hello again. You smell as if you were just recently drinking. Did [Zok Seleka send you] to find me?"

Answer with, "Yes, Zok Seleka sent me to find you."

"Oh yes, I've been meaning to get this list to her, but just keep getting sidetracked. Please take it to her so she can get back to her other, more important duties. You are turning out to be quite the reliable soldier, I must say. Keep up the good work!"



Return to Zok Seleka with the list.

TAVERN: ZOK SELEKA

Hail Zok Seleka.

"You made better time than I had hoped. Thank you for bringing me the list, I'll now be able to get back to the more important things I have to do around here. I copied what I needed off of that list, so you can dispose of it as you see fit. For being so quick about it, please accept this drink, on the house. Oh, I almost forgot...." She nods at your progress, then says, "Make your way to the mercantile. There you should speak with Zok Glag. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



MERCANTILE: ZOK GLAG

Hail Zok Glag.

"You are the one they sent for me to train? Hmm, you don't seem too terribly impressive to me, but so be it. I offer up young starters like yourself an early outlet to get supplies to keep them going for the Army. A favorite pastime of a great many soldiers, of course, is fishing, which I have supplies for. However, I was hoping to expand my supplies of bat a bit, and I hear that spiderling eyes are great for luring fish out of the water. I don't know if this is true, but I need you to retrieve one for me so I can test it out to determine if I'll start stocking them. Hurry and retrieve one for me so I can get on with my other business."



NOTE

There are plenty of crab spiderlings out in the swamp. Slay a few until you have recovered a spiderling eye, then return to Zok Glag and hail him. Also check out the vendors standing near Zok Glag. You just might find a spiderling eye for sale!

"Ah, there you are, and with the eye. You had no trouble with that, I hope. Well, even if so, you are a soldier in the Guktan Army, trouble and perhaps a little bit of elbow grease is to be expected. Either way, you've done well today and have returned what I asked for in short order. Your speediness will be a benefit to you and your comrades during times of war. In any case, it looks as though the eye isn't as juicy for those little fish as we thought, so you can go ahead and dispose of the eye as you see fit. You might want to find someone to sell that to, I'm sure they'd give you a reasonable rate for it. Oh, I almost forgot...." He glares at you, as though he were looking through you, then says, "Make your way to the outpost's edge. There you should speak with Zok Moic. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Chapter 5: Beginning Quests

TRADESKILL MERCHANT: ZOK MOIC

Hail Zok Moic.

"Hello, soldier! I've been looking forward to meeting you for some time now. As it so happens, I am the local Fletcher for Gukta, serving all the bowmen's needs. Recently, I've been studying the effect of the local fungus on arrows during flight. I have begun coming up with some promising results, but I have recently run out of fungus to test with. I need for you to go out into the swamp and retrieve for me some fungus spores so that I can continue my research. Return to me when you have found at least one."

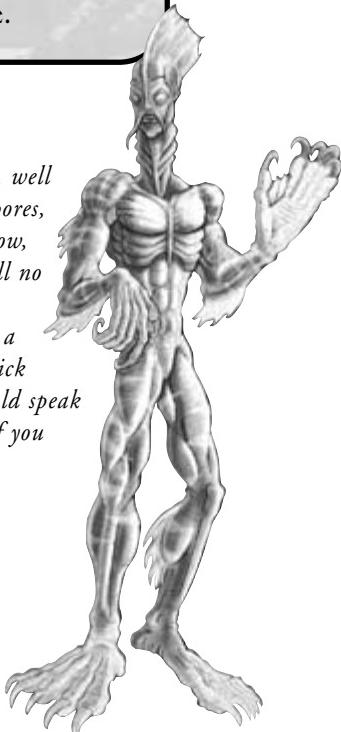


NOTE

Either travel into the swamp to slay corpse and fungus spores to retrieve the needed item, or check the local merchants to see if one is for sale.

Once you have the fungus spore, return to Zok Moic and hail him.

"Welcome back. You wasted no time at all returning with the fungus spores, well done indeed! While I appreciate the quickness with which you delivered the spores, I must admit that fungus really is not the material of choice to put on an arrow, for it simply weighs it down. Having said that much, it is apparent that I will no longer require the fungus spores, so you may do with them as you please. You have done well in this task, however, and everyday your training progresses to a new limit. Once again, well done! Oh, I almost forgot...." He tosses you a quick glance, then says, "Make your way to the Garrison Command. There you should speak with Gaz Commander Giidib. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."



GARRISON COMMAND: GAZ COMMANDER GIIDIB

Hail Gaz Commander Giidib.

"Greetings. You are standing before the High Court of Gukta. No one but the most dedicated and honorable soldiers may approach the High Court. It is this reason that you are here, to further your training to prove that you are worthy of stepping before them to seek their counsel. Before we will allow you to proceed, you must prove that you are not here under false pretenses. The first part of your assignment requires you to report to Innothule Swamp. There you must find the hostile trollish raiders and return to me one of their heads. When you return and we have proof that you have finished this task assigned to you, we will give you further instructions. Be off now, and be hasty in your pursuit."



NOTE

This is the toughest quest thus far. You can't solo this quest, because Troll raiders and invaders will con red to you until at least Level 10. Find others to aid you in this quest and kill as many Troll raiders and invaders as you require until you each have a head. These are no-drop items, so you cannot ask a higher-level character to collect a head for you and return it. Though a higher-level character can certainly kill the Trolls, you have to be the one to loot the head to return to Gaz Commander Giidib. Once you have the head, travel back to Gukta with it.

Hail Gaz Commander Giidib.

"Ah, you have returned at last, and you have the head with you. Truly you have proven yourself worthy of moving on to the next step. Before you can meet with the High Court, you must meet with the Assembly and complete a task of their deciding. First however, rid yourself of that vile Troll's head so as not to offend the Assembly with its rancid stench. Go now to the heart of the outpost and speak with one of the Lokta Elders there."

Chapter 5: Beginning Quests

THE ELDERS

Hail any of the Lokta Elders.

"Welcome to the Assembly of Gukta. By standing before us, you are presenting yourself to us to prove yourself worthy of standing before the High Court of Gukta in an official stance. That you have gotten this far proves your dedication, and of that we are proud. Before you can prove yourself worthy, you must journey to the Swamp of Innothule once more. There you will find one of our former brethren, a traitor to the cause, trying to subjugate those of us who do not follow his ways. You must slay this foul beast and return to us his tongue. When you have done so, it will signify your ultimate commitment to the cause, to the Guktan Army, and most of all, to Marr. Hurry along now, young one, and retrieve that which you now seek."



NOTE

The creature you must slay is the Froglok traitor. This is a rare spawn that appears on one of the surrounding islands near Guk. Be patient with this part of the quest. You may have to camp this area for days before seeing one of these elusive creatures. Even when you are fortunate enough to find and slay one, there is no guarantee a tongue will be on it. Be patient; you will complete this mandatory part of the quest. Don't give up. It will happen.

Once you have destroyed a Froglok traitor, return to the Elder you spoke to earlier with the tongue in your possession.

Hail the Elder.

"At last you have returned. We feared the worst when we heard reports of an uprising in the swamp. We see though, that you are safe, and have returned with you the tongue of the traitorous Froglok. Truly, you are a testament to this noble army and shall serve Marr well in all your endeavors. You would do well to dispose that tongue like the piece of worthless trash it represents, and then take this note and go now to the High Court, where you will receive the words bestowed upon every new soldier into the Guktan Army. Well done."

You were successful in returning with the traitorous Froglok tongue! Now proceed to the High Court with the letter you receive from the Elder to continue your training.

THE HIGH COURT

Hail any of the Nobles of the High Court. Receive an Initiate's Stalwart Earring.

"Congratulations! You have successfully completed all parts of your training. You are ready to move out into the world of Norrath as a full-fledged soldier in the Guktan Army! To hone your skills even further, you may wish to speak to the guildmaster once again for additional tasks to aid the Army in its fight against the Trolls. Good luck soldier, and may the strength of Marr be with you in all that you endure in the times to come!"



ADVANCED TRAINING FOR WARRIOR

DAR MASTER GRIBLOK

"Welcome back, young Dar. I hope your training is going well. Unfortunately, I have been unable to keep up-to-date on your progress, but should you need advanced training in any individual skills, I am here to help you with that. Also, though you've chosen a life of adventure, remember that you may still be called upon to defend your homeland. To do this, you must be well prepared for war. Let me tell you what little I know of this land and aid you in your [first steps]."

Respond with, "What are my first steps?"



"The city is a place of sanctuary for all Frogloks. We count many friends among the good races of the land, but we have few true allies yet. We are bordered by the evil Feerrott to the south and the desolate Southern Desert of Ro to the north. Even Guk, the city-dungeon whose entrance you see as you wander the swamp, has its darker aspects. We will need to build our might if we are to survive. Are you by chance a [new warrior]?"

Respond with, "Yes, I am a new warrior."

Chapter 5: Beginning Quests

"Ah, good. The Army and its reserve are always in need of fresh courage. Every new warrior must attempt the training I personally oversee. I say attempt because these exercises will test you to the very limit. Now, if you have enough of the courage we seek, we [may begin]."

Respond with, "May we begin?"

You are handed a field armorer kit.

"Good. Take this field armorer kit. It will allow you to use the [looted valuables] and even bodies of your enemies to form basic armor materials. These basic materials will prove quite valuable. When placed into a forge along with the proper mold, it will allow you to craft your own Armor of the Dar Initiate."

Respond with, "What looted valuables?"

"As I said, spoils of war and bodies will provide the supplies you need. Innothule Swamp, the murky land just beyond the city gates, holds some of the items you seek. You may also have to talk to local merchants to locate the odd piece. When you are ready to attempt these quests, you need only tell me what you [want] and I will provide further instruction. I can teach you the recipes and give you the armor molds for the Armor of the Dar Initiate [helm], [breastplate], [armplates], [bracer], [gauntlets], [leggings], and [boots]."

THE HELM

MATERIALS NEEDED

- 1 alligator hide
- 1 ball of pulpy fungus
- 1 cracked skeleton skull
- 1 giant moccasin fang
- Field armorer kit
- Dar helm mold

Tell Master Griblok you want the helm and you receive the Dar helm mold.

"A warrior's second skull, I always say. You'll need an alligator hide, a ball of pulpy fungus, a cracked skeleton skull, and a giant moccasin fang. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Helm of the Dar Initiate."

THE ARMPLATES

MATERIALS NEEDED

- 1 moccasin egg
- 1 bleeder wing
- 1 moccasin scale
- 1 Kobold talisman
- Field armorer kit
- Dar armplate mold

Tell Master Griblok you want the armplates and you receive the Dar armplate mold.

"To make your armplates, you'll need some moccasin eggs, bleeder wings, moccasin scales, and a Kobold talisman. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Armplates of the Dar Initiate."

THE BRACER

MATERIALS NEEDED

- 1 crab spider's carapace
- 2 spiderling silks
- 1 malleable bleeder skin
- Field armorer kit
- Dar bracer mold

Tell Master Griblok you want the bracer and you receive the Dar bracer mold.

"Ah, the quick defense against bloodthirsty blades. You'll need a crab spider's carapace, two spiderling silks, and a malleable bleeder skin. Combine these ingredients in your kit. When you have the proper material in hand, take it to a forge along with this mold to finish your Bracer of the Dar Initiate."

❀ Chapter 5: Beginning Quests ❀

THE GAUNTLETS

MATERIALS NEEDED

- 1 bleeder's poison sack
- 1 blackened fungus
- 2 bleeder carapaces
- Field armorer kit
- Dar gauntlets mold

Tell Master Griblok you want the gauntlets and you receive the Dar gauntlets mold.

"You'll need a bleeder's poison sack, blackened fungus, and two bleeder carapaces. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Gauntlets of the Dar Initiate."

THE LEGGINGS

MATERIALS NEEDED

- 1 moccasin eye
- 2 Kobold livers
- 1 larval carapace
- Field armorer kit
- Dar leggings mold

Tell Master Griblok you want the leggings and you receive the Dar leggings mold.

"Wise. To make the leggings you'll need a moccasin eye, two Kobold livers, and a larval carapace. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Leggings of the Dar Initiate."

THE BOOTS

MATERIALS NEEDED

- 1 Kobold scalp
- 2 chunks of digested earth
- 1 undead Froglok talisman
- Field armorer kit
- Dar boot mold

Tell Master Griblok you want the boots and you receive the Dar boot mold.

"A soldier's life is a life of travel. For your boots you'll need a Kobold scalp, two chunks of digested earth, and an undead Froglok talisman. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Boots of the Dar Initiate."

THE BREASTPLATE

MATERIALS NEEDED

- 1 pristine moccasin scale
- 1 burly Kobold ear
- 1 pristine bull alligator hide
- 1 moccasin poison
- Field armorer kit
- Dar breastplate mold

Tell Master Griblok you want a breastplate and receive the Dar breastplate mold.

"The final shield. Yes. But its construction will not be easy. Go and seek some pristine moccasin scales, burly Kobold ears, a pristine bull alligator hide, and some moccasin poison. Combine these ingredients in your kit. When you have the proper basic material in hand, take it to a forge along with this mold to finish your Breastplate of the Dar Initiate. Once so armored, you'll be well prepared for a greater [task]."

Chapter 5: Beginning Quests

THE GREATER TASK

MATERIALS NEEDED

- 1 larvae skin
- 1 bull alligator spine
- The recovered loot

Ask Dar Master Griblok what the greater task is.

"War often brings out the worst, it is said. Sadly, one of our own grew greedy when he saw the Trolls' treasure. Sergeant Herptol fell to temptation, ignoring the voice of our Lord that had commanded us to ignore the tainted loot. He fled the city and his rightful punishment. I've learned he's hiding out in the northern reaches of Innothule. Go. Find him. Slay him and recover what he stole. Bring me a larvae skin and some bull alligator spines. When you return the recovered loot and these items, I shall craft you a sword."

Find Sergeant Herptol near a tree in the waters of Innothule (location positive 1347, positive 129). After slaying Sergeant Herptol and gathering the other ingredients needed by Dar Master Griblok, return to him and offer him the bag of loot and other items he requested to complete this quest.

TIP

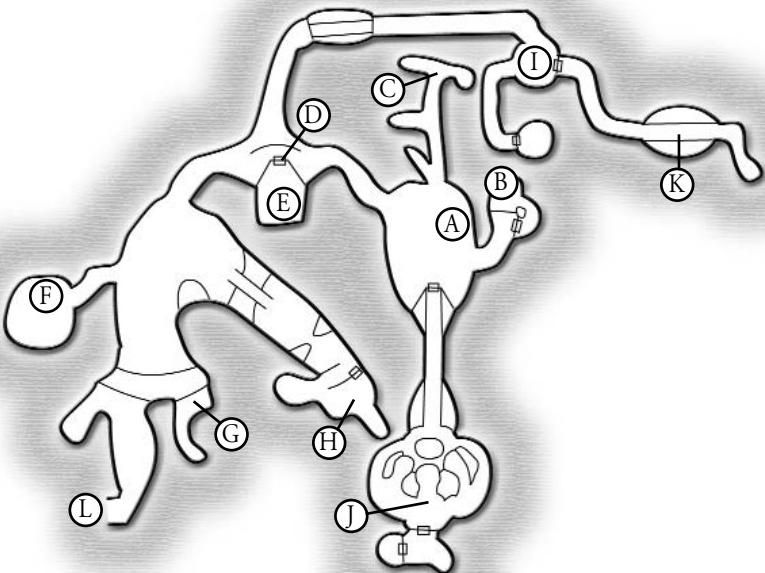
Collecting larvae skin can be a little more difficult than you realize. Even though the mobs themselves may not prove to be too difficult for you to destroy, your real competition lies with the wandering Froglok exiles. As you explore the swamp, you often find these creatures in a battle to the death, denying you of one of their remains. Be quick in killing these creatures or you may lose your kill to something else.

Hail Dar Master Griblok and give him the items you collected and receive the Swampblade of the Dar.

"Justice wanted, justice done. You have proven your strength and more importantly your obedience. The clerics will no doubt want to destroy this tainted treasure. But the other items you brought me are fine examples indeed. Here, I've reworked them. Take this Swampblade of the Dar as your reward. Use it well and wisely, warrior of Gukta."

BEGINNING QUESTS FOR WIZARDS

MAP OF GUKTA



- Ⓐ Jin Master Sergug
- Ⓑ Banker Zlopps
- Ⓒ Wizard Spell Vendors
- Ⓓ Quartermaster Grik
- Ⓔ Mercantile: Zok Glag
- Ⓕ Lorekeeper's Pit: Rukta Falogop
- Ⓖ Tradeskill Merchant: Zok Dendrung
- Ⓗ Tavern: Zok Seleka
- Ⓘ Garrison Command: Gaz Lieutenant Glooso
- Ⓛ The Elders
- Ⓜ The High Court
- Ⓝ Innothule Swamp

Chapter 5: Beginning Quests

JIN MASTER SERGUG

As soon as you appear as a new Froglok wizard, you stand before your guildmaster, Jin Master Sergug. Read the Guktan wizard recruit letter before hailing your guildmaster for your first task.

You receive the Initiate's Brooch of the Arcane.

"The path of the Arcane is not an easy one to follow, but you have taken the first steps and found me without incident. As well, you have brought your first piece of Arcane lore with you, showing your dedication even at this early stage, young Jin. You will do well to keep your wits about you for all the tests you will encounter over your journeys. You may dispose of that note if you feel the need; there is no longer use for it. Your new task is to search out the bank, not far from here, and speak with Banker Zlopps about stowing your valuables. He has much to offer you. Take this brooch as well, it will help you on your passage through the tests, centering your mind and allowing you to focus more steadily. Good luck young Jin, you shall require it."

Now that you have successfully spoken with your guildmaster, head to the bank and speak with Banker Zlopps.

BANKER ZLOPPS

Go through the door and behind the counter before hailing Dar Banker Zlopps.

Hail Dar Banker Zlopps.

"Welcome at last, young Jin. Jin Master Sergug sent word of your arrival and I have been expecting you. It is crucial that you understand how important the bank can be for you. You can deposit any and all of your valuables into the bank for safekeeping until you need them at some later time. You can invest and remove any coin you may have gathered as well. I've just given you 5 gold, so why not try it out? Put the gold in your bank and then take it back out again. It's all quite easy to understand. When you are comfortable with using the bank, make your way to Wizard Spell vendors for the next part of your training. Good luck to you, young Jin."

You have successfully spoken with Banker Zlopps! Now head to the wizard spell vendors to continue your training.



WIZARD SPELL VENDORS

Hail any of the wizard spell vendors.

"Welcome, young Jin. I have been waiting for you to show up. Word has spread rather quickly that your training is progressing quite well; of this I am glad. Your next task is rather simple, but it is of the utmost importance. You must seek out Quartermaster Grik and pass along a message for me. The message is that the new front lives. Make haste to him and return to me when you have completed the mission so I know he received it. Good luck."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Ah, I have been expecting you. I'm glad you were so easily able to make your way to me, message still intact. You have done well in this endeavor and I urge you to hurry back to the spell master who sent you to me. Inform them that I have received the message successfully and all is well. You are indeed proving to be quite the soldier in this grand Army. Thank you and good luck!"

You have successfully delivered the message to Quartermaster Grik! Now return to the spell vendor you spoke to and complete your task. Hail the spell vendor.



SPELL VENDORS

"Well done! You have proven that you can carry an important message and in the doing have met our renowned Quartermaster Grik. We are very pleased that you were so quickly and efficiently able to deliver the message and return to me. You will most assuredly do well in this Guktan Army. For your troubles, take this spell as a token of my appreciation, and as a token of your continued excellence in training. Keep it up and more spoils may be on the path before you." He nods at your progress, then says, "Make your way to the mercantile. There you should speak with Zok Glag. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

Chapter 5: Beginning Quests

MERCANTILE: ZOK GLAG

Hail Zok Glag.

"You are the one they sent for me to train? Hmm, you don't seem too terribly impressive to me, but so be it. I offer up young starters like yourself an early outlet to get supplies to keep them going for the Army. A favorite pastime of a great many soldiers, of course, is fishing, which I have supplies for. However, I was hoping to expand my supplies of bait a bit, and I hear that spiderling eyes are great for luring fish out of the water. I don't know if this is true, but I need you to retrieve one for me so I can test it out to determine if I'll start stocking them. Hurry and retrieve one for me so I can get on with my other business."



Travel into Innothule Swamp. Crab spiderlings are easy to find very near the entrance to Gukta. Once you have retrieved a spiderling eye, return to Zok Glag and hail him.

"Ah, there you are, and with the eye. You had no trouble with that, I hope. Well, even if so, you are a soldier in the Guktan Army, trouble and perhaps a little elbow grease is to be expected. Either way, you've done well today and have returned what I asked for in short order. Your speediness will be a benefit to you and your comrades during times of war. In any case, it looks as though the eye isn't as juicy for those little fish as we thought, so you can go ahead and dispose of the eye as you see fit. You might want to find someone to sell that to. I'm sure they'd give you a reasonable rate for it. Oh, I almost forgot.... Make your way to the Lorekeeper's Pit. There you should speak with Falogop. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

LOREKEEPER'S PIT: RUKTA FALOGOP

Hail Rukta Falogop.

"You have arrived for your training, I presume? You will learn that there is a great deal of information to be found about the recent dealings we have had with the Trolls. Specifically, you might be interested to learn about how our battle to overtake Grobb from them went. Let me see, I have it here somewhere.... Drat! I don't know what happened to it. The page I'm looking for may still be out on the battle front of the swamp. If you can go and retrieve it for me, I would be most appreciative. We should strive to preserve our heritage and history at any cost. Hurry now, young initiate!"

Travel into Innothule Swamp to find the Worn Battle Parchment. Find it near the guards who stand near the entrance to Gukta. When you have the parchment, return to Rukta Falogop and hail him.



"Well done, you have finished the task assigned to you, and in short order, no less. I congratulate you on your eagerness to learn and ability to complete such important errands without hesitation. By bringing this to me, you have helped to keep the history of our people intact, and have proven to Marr that you serve him fully. You will one day become a great soldier in the Army of Gukta. As for that parchment, I no longer have use for it, so you may dispose of it as you see fit. Well done, once again, and may the strength of Marr be with you. Oh, I almost forgot.... Make your way to the outpost's edge, toward an alcove nearby. There you should speak with Zok Dendrung. He will instruct you on what will be needed for you next in your training. Good luck to you, young one."

TRADESKILL MERCHANT: ZOK DENDRUNG

Hail Zok Dendrung.

"Spirits be with you. I can see that you were sent to me as part of your training. Though you may not follow the path of the Yun, it is always a good idea to have an understanding of how the spirits work. For instance, I deal in the healing of the spirits—both of men and of animals—through the use of the plants and roots of the land. One such root that I use, a fungalia root, is used in particular to heal the spirits of the earth. Unfortunately, I have run low on this root, and so begins your training. I need you to venture out into the swamp and retrieve a sample of the root for me so that I can refill my supply. Make haste in this endeavor, for the spirits cannot wait for the tardiness of mortals."

Retrieve a fungalia root and return it to Zok Dendrung. Hail Zok Dendrung.

"To say nothing of your hastiness, you have returned with the root. I am glad to have been a part of your training for this meeting and hope that you will continue this excellent progress in the future, both in training and in life. By bringing me the root, you not only show you are respectful for the orders of a superior, but also that you honor the spirits by choosing to help them. In this, they and I are grateful, so it is with pleasure that I offer you that same root, to do with it as you please. You have done well. Oh I almost forgot.... Make your way to the tavern. There you should speak with one of the maids behind the bar, named Seleka. She will instruct you on what will be needed of you next in your training. Good luck to you, young one."



Chapter 5: Beginning Quests

TAVERN: ZOK SELEKA

Hail Zok Seleka.

"About time you got here. I've been waiting for someone to help me retrieve something from the Quartermaster, but it seems punctuality isn't the Army's strong point. No matter, I simply need you to go and retrieve from Quartermaster Grik a list of our recent patrons. Usually he tallies it up and sends it over, but he's been a little busy, what with everything else going on around here and hasn't yet had a chance. In any case, tell him I sent you for the list and return to me when you have retrieved it from him so I can get back to my other duties."



QUARTERMASTER GRIK

Hail Quartermaster Grik.

"Hello again. You smell as if you were just recently drinking. Did [Zok Seleka send you] to find me?"

Answer with, "Yes, Zok Seleka sent me to find you."

"Oh yes, I've been meaning to get this list to her, but just keep getting sidetracked. Please take it to her so she can get back to her other, more important duties. You are turning out to be quite the reliable soldier, I must say. Keep up the good work!"



Return to Zok Seleka with the list and hail her.

TAVERN: ZOK SELEKA

"You made better time than I had hoped. Thank you for bringing me the list, I'll now be able to get back to the more important things I have to do around here. I copied what I needed off of that list, so you can dispose of it as you see fit. For being so quick about it, please accept this drink, on the house. Oh, I almost forgot.... Make your way to the garrison command. There you should speak with Gaz Lieutenant Glooso. He will instruct you on what will be needed of you next in your training. Good luck to you, young one."

GARRISON COMMAND: GAZ LIEUTENANT GLOOSO

Hail Gaz Lieutenant Glooso.

"Greetings. You are standing before the High Court of Gukta. No one but the most dedicated and honorable soldiers may approach the High Court. It is this reason that you are here, to further your training to prove that you are worthy of stepping before them to seek their counsel. Before we will allow you to proceed, you must prove that you are not here under false pretenses. The first part of your assignment requires you to report to Innothule Swamp. There you must find the hostile trollish raiders and return me one of their heads. When you return and we have proof that you have finished this task assigned to you, we will give you further instructions. Be off now, and be hasty in your pursuit."



NOTE

This is the toughest quest thus far. You can't solo this quest, because Troll raiders and invaders will con red to you until at least Level 10. Find others to aid you in this quest and kill as many Troll raiders and invaders as you require until you each have a head. These are no-drop items, so you cannot ask a higher-level character to collect a head for you and return it. Though a higher-level character can certainly kill the Trolls, you must be the one to loot the head to return to Gaz Lieutenant Glooso. Once you have the head, travel back to Gukta with it and hail Gaz Lieutenant Glooso.

"Ah, you have returned at last, and you have the head with you. Truly you have proven yourself worthy of moving on to the next step. Before you can meet with the High Court, you must meet with the Assembly and complete a task of their deciding. First however, rid yourself of that vile Troll's head so as not to offend the Assembly with its rancid stench. Go now to the heart of the outpost and speak with one of the Lokta Elders there."

Chapter 5: Beginning Quests

THE ELDERS

Hail any of the Lokta Elders.

"Welcome to the Assembly of Gukta. By standing before us, you are presenting yourself to us to prove yourself worthy of standing before the High Court of Gukta in an official stance. That you have gotten this far proves your dedication, and of that we are proud. Before you can prove yourself worthy, you must journey to the Swamp of Innothule once more. There you will find one of our former brethren, a traitor to the cause, trying to subjugate those of us who do not follow his ways. You must slay this foul beast and return to us his tongue. When you have done so, it will signify your ultimate commitment to the cause, to the Guktan Army, and most of all, to Marr. Hurry now, young one, and retrieve that which you now seek."



NOTE

The creature you must slay is the Froglok traitor. This is a rare spawn that appears on one of the surrounding islands near Guk. Be patient with this part of the quest. You may have to camp this area for days before seeing one of these elusive creatures. Even when you are fortunate enough to find and slay one, there is no guarantee a tongue will be on it. Be patient; you will complete this part of the quest. You must complete this part of the quest to be successful. Don't give up. It will happen.

After you have destroyed a Froglok traitor, return to the Elder you spoke to earlier with the tongue in your possession.

Hail the Elder.

"At last you have returned. We feared the worst when we heard reports of an uprising in the swamp. We see though, that you are safe, and have returned with you the tongue of the traitorous Froglok. Truly, you are a testament to this noble army, and shall serve Marr well in all your endeavors. You would do well to dispose of that tongue like the piece of worthless trash it represents, and then take this note and go now to the High Court, where you will receive the words bestowed upon every new soldier into the Guktan Army. Well done."

You were successful in returning with the traitorous Froglok tongue! Now make your way to the High Court with the letter you receive from the Elder to continue your training.

THE HIGH COURT

Hail any of the Nobles of the High Court. Receive an Initiate's Arcane Earring.

"Congratulations! You have successfully completed all parts of your training. You are ready to move out into the world of Norrath as a full-fledged soldier in the Guktan Army! To hone your skills even further, you may wish to speak to the guildmaster once again for additional tasks to aid the Army in its fight against the Trolls. Good luck soldier, and may the strength of Marr be with you in all that you endure in the times to come!"



ADVANCED TRAINING FOR WIZARDS

JIN MASTER SERGUG

"Welcome back, young Jin. I hope your training is going well. Unfortunately, I have been unable to keep up-to-date on your progress, but should you need advanced training in any individual skills, I am never too busy to enlighten one of my kin. You may have chosen a life of adventure, a life that will take you far from our home, but never forget your duty to your blood. The Guktan Army needs your growing powers. To remind you of this and school you in the way of our people, I will tell you something of [this place]."

Respond with, "What can you tell me of this place?"



"The fetid land we now live on holds many evils. Trolls and other evil ilk still wander the Innothule Swamp, ready to feast on Froglok flesh. Their allies, the ogres, infest the Feerrott to the south, vying with the cursed lizard men in a lasting contest of evil. Our lands stand distant from the other good races, separated by wastelands and deserts. Our army is our only defense. But that is enough. I am the teacher of young [Froglok wizards]."

Respond with, "I am a Froglok wizard."

Chapter 5: Beginning Quests

"That is your path? Good. Then we must begin immediately for time is short. The arcane path ahead of you is fraught with dangers, many of them of your own making. I will guide you as I can, so [listen well]."

Respond with, "I will listen well."

You are handed an Arcane Crucible.

"This Arcane Crucible will allow you to combine [various components] to form a basic magical mesh. This mesh, when combined with the proper mold and worked in a forge, will allow you to create your own Armor of the Jin Initiate."

Respond with, "What various components?"

"The many enemies and vermin that stalk that bog hold items that are only trash to others. But to you they will eventually become treasures. When you are ready to attempt making your armor, return and tell me what you [wish] to make and I will instruct you. I can teach you the recipes and give you the proper molds for the Armor of the Jin Initiate [headband], [vestment], [armwraps], [bracer], [handwraps], [leggings], and [sandals]."

THE HEADBAND

MATERIALS NEEDED

- 1 malleable bleeder skin
- 1 pristine bleeder skin
- 2 mushroom spores
- Arcane crucible
- Jin headband mold

Tell Jin Master Sergug you wish to make the headband and you receive the Jin headband mold.

"Wise. Your greatest weapon and you must protect it. You'll need a malleable bleeder skin, a pristine bleeder skin, and two mushroom spores. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Headband of the Jin Initiate."

THE ARMWRAPS

MATERIALS NEEDED

- 1 bleeder wing
- 1 undead Froglok talisman
- 1 moccasin egg
- 1 water moccasin tail
- Arcane crucible
- Jin armband mold

Tell Jin Master Sergug you wish to make the armwraps and receive the Jin armwrap mold.

"Gird yourself completely. To craft these you'll need a bleeder wing, an undead Froglok talisman, some moccasin eggs, and a water moccasin tail. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Armwraps of the Jin Initiate."

THE BRACER

MATERIALS NEEDED

- 1 blackened fungus
- 1 airborne spore
- 1 bleeder carapace
- 1 cracked crab spider leg
- Arcane crucible
- Jin bracer mold

Tell Jin Master Sergug you wish to make the bracer and receive the Jin bracer mold.

"This bracer will be a complement to your other armor. You'll need a blackened fungus, airborne spores, a bleeder carapace, and a cracked crab spider leg. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Bracer of the Jin Initiate."

❀ Chapter 5: Beginning Quests ❀

THE HANDWRAPS

MATERIALS NEEDED

- 1 bull alligator tooth
- 2 pristine Kobold paws
- 1 larval carapace
- Arcane crucible
- Jin handwrap mold

Tell Jin Master Sergug you wish to make the handwraps and receive the Jin handwrap mold.

"Your mind commands, but your hands implement. It is wise to protect them. You'll need a bull alligator tooth, two pristine Kobold paws, and a larval carapace. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Handwraps of the Jin Initiate."

THE LEGGINGS

MATERIALS NEEDED

- 1 Kobold talon
- 1 ball of pulpy fungus
- 1 Kobold liver
- 1 giant moccasin fang
- Arcane crucible
- Jin leggings mold

Tell Jin Master Sergug you wish to make the leggings and receive the Jin leggings mold.

"What better to protect you from all that lurks beneath the swamp's murky waters? You'll need a Kobold talon, a ball of pulpy fungus, a Kobold liver, and a giant moccasin fang. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Leggings of the Jin Initiate."

THE SANDALS

MATERIALS NEEDED

- 1 cracked skeleton skull
- 2 alligator hides
- 1 mosquito carcass
- Arcane crucible
- Jin sandal mold

Tell Jin Master Sergug you wish to make the sandals and receive the Jin sandal mold.

"Your feet will always touch your homeland. You'll need a cracked skeleton skull, two alligator hides, and a mosquito carcass. Combine these components in your crucible. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Sandals of the Jin Initiate."

THE VESTMENT

MATERIALS NEEDED

- 1 pristine bull alligator hide
- 1 bull alligator spine
- 1 giant moccasin eye
- 1 spiderling silk
- Arcane crucible
- Jin vestment mold

Tell Master Sergug you wish to make the vestment and receive the Jin vestment mold.

"The true mark of an initiate and a banner to the world of our growing might. To make it you'll need a pristine bull alligator hide, bull alligator spines, a giant moccasin eye, and some spiderling silk. When you have the proper basic mesh in hand, take it to a forge along with this mold to finish your Vestment of the Jin Initiate. There is a [final lesson] you must learn."

Chapter 5: Beginning Quests

THE FINAL LESSON

MATERIALS NEEDED

- 1 Tattered Codex
- 2 burly Kobold ears
- 1 larvae skin

Tell Master Sergug you want to know the final lesson.

"It is said, with power must come mercy or only tyranny can result. Well there is one in need of mercy, the mercy of death. A former student of mine, Initiate Xabbis, tried his skills against the ghouls of the swamp. But he only became one himself. Now, he wanders near the broken tower, his soul a toy for the evil gods. I beg of you, go free him. Go [slay him]."

Respond with, "I shall go slay him."

"Yes, it is the only way now. But once he has fallen, look in his possessions and see if you can find a Tattered Codex. It was my last gift to him. Return it to me along with two burly Kobold ears and a larvae skin and I shall use my own crucible to repair it. You are certainly worthy of it."

Go to location coordinates positive 1907, negative 82.19 in Innothule Swamp. Find Initiate Xabbis at the top of the tower. Be warned, fetid Froglok ghouls and skeletons surround the tower, protecting Xabbis. Climb the ladder inside the tower to find Xabbis on top. If you can, lure him down to chase you to an area with fewer mobs nearby. Keep the rest of your group near the South Ro zone line, but do not lure Xabbis to that path. A Guktan scout often stands at the water's edge, and he will attack any mobs you may lure to the safety of the South Ro zone line. After slaying Xabbis, have the Froglok wizard collect the Tattered Codex from the body. This is a no-drop item, and only the wizard should retrieve it. Return the Tattered Codex along with the burly Kobold ears and larvae skin to Master Sergug for your reward.

Hail Jin Master Sergug and hand him the items he has requested and you receive the Codex of the Jin.

"Rest now, Xabbis. Ah yes, the Codex. A moment while I work a spell ... there. It is a modest reward, but I will remember it as a token of your mercy. Now go, wizard. The world awaits you."

CHAPTER 6: THE NEW ZONES

With the release of *EverQuest: The Legacy of Ykesha*, five new and exciting zones were added. Your journey into these new regions begins in Stonebrunt; the entry into this new area is close and easy to reach. The new zones are huge, with enemies ranging from level 30 to the 60s. Let's look at what you may encounter and what you should look out for.

REACHING THE NEW ZONES

Travel to Stonebrunt to start your new adventure. Travel south to the beach, then follow the water's edge east until you see the ship. Travel along the dock to reach the ship's door and click on it to zone into the Gulf of Gunthak.

THE GULF OF GUNTHAK

The Gulf of Gunthak is the only port on Broken Skull Rock. Every other place where the island meets the water is steep, rocky, and exposed to the rough weather. That does not mean Gunthak is an entirely safe harbor, as the shore of the gulf is barren and rocky, and the cliffs beyond the bay are holed with caves. Most of these caves are shallow, but a few of them lead deep into the cliff and open into a rather expansive cavern system.

This is the gateway to the lair of the Broken Skull Clan. It's home to the newly recruited clan members and provides temporary housing for anyone that the clan trusts just enough to not kill outright. Anyone wishing to learn about this fierce group of Trolls should start here and, if you are lucky, find the passages into the deeper parts of Broken Skull Rock. Rumors have reached many adventurers that they may find welcome, or at least a safe landing, near the abandoned lighthouse.

Chapter 6: The New Zones

EXPLORING GUNTHAK

- (A) Zone to Stonebrunt Mountains
- (B) Lighthouse
- (C) Fort
- (D) Zone to Dulak's Harbor
- (E) Zone to Crypt of Nadox



Before leaving the small area of Gunthak and heading out to the more dangerous regions, explore the lighthouse and surrounding merchants. A bank is inside of the lighthouse, as well as a merchant that sells the coveted Drogmor animals that many buy for transportation in lieu of horses. Spirit of Wolf (SoW) can also be used around the lighthouse area. Once you've stocked up on supplies and are ready to start your adventure into this new area, travel back to the pier and either swim or levitate south over to the distant beach.

Beware of enemies as soon as you near land. Many creatures roam this sandy expanse and they're not hospitable to visitors. Travel west along the shore and follow the wall north until you reach location negative 934, positive 40. Follow the rocky path, battling your way past the creatures. The first left in the path takes you into the village of Gunthak.

This village consists of ramshackle huts and a heavily guarded fortress; rid it of its inhabitants. The beach, the fortress within the caves, the small town, and the steps to the Luggald temple all offer great hunting spots with varying degrees of resistance. Two paths lead to the Crypt of Nadox and one to Dulak's Harbor. Find the Dulak zone on the southwest side of the ramshackle village. The main zone into Nadox is deep within the Luggald temple. There's a back entrance within the caves, but this leads to a nasty river of lava. Still, this back side of the zone is a good location for hunting a few elemental creatures.

THE CREATURES OF THE GULF OF GUNTHAK

BANSHEE

TYPES OF BANSHEE

Cursed magus	Doomed curate
Cursed vicar	Fallen priest
Doomed sorcerer	Fallen thaumaturge

These magic-casting creatures are easily spotted, though translucent, against the sandy grains of the beachfront. Protect yourself against magical attacks from these spectral creatures.



Chapter 6: The New Zones

BOARS

TYPES OF BOARS

**Ferocious Broken
Skull boar**

Giant Broken Skull boar

Rabid Broken Skull boar

Raging Broken Skull boar

**Rampaging Broken Skull
boar**

Tamed Broken Skull boar

These vicious horned beasts pack a powerful punch. With sharp horns, these creatures impale their enemies quickly, leaving them bleeding in the sand.



HUMANS

TYPES OF HUMAN

Mutant cohort

Mutant henchman

Mutant servant

Mutant sycophant

Pale corpse

Though not exactly pirates, and not exactly humans, these mutants are often seen alone along the beach in Gunthak. Beware of the pale corpse. This high-level creature can quickly end any adventuring.



LUGGALD

TYPES OF LUGGALDS

Luggald acolyte

Luggald concealer

Luggald cultist

Luggald executioner

Luggald fanatic

Luggald novitiate

Luggald postulant

Luggald recruiter

**Luggald ritual
master**

Luggald slayer

Luggald soldier

Luggald subverter

Luggald trainer

Luggald warrior

Luggald watcher

Luggald zealot



Find these mystical creatures throughout Gunthak, often standing alone looking out over the water. There are warriors as well as magic-casting Luggalds, so be prepared for all types of assaults.

MAN EATING PLANTS

TYPES OF MAN EATING PLANTS

Deep pebble lotus

Deep rock lotus

Deep stone lotus

Not your garden variety plant, these man-eating monsters are strong fighters, though their attacks are slightly slower than most.



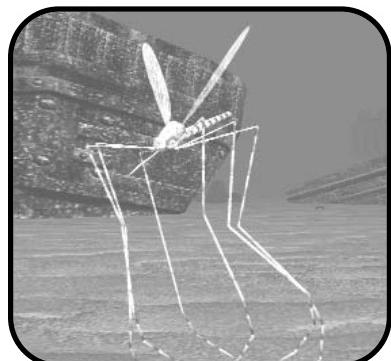
MOSQUITO

TYPES OF MOSQUITO

Broken Skull mosquito

Giant Broken Skull mosquito

The mosquitoes pack a nasty punch, though they may be slightly slower than other mobs. Don't underestimate these pests; they have a slightly higher AC than other mobs of their size and can prove more difficult than their frail frame may suggest.



MUSHROOM

TYPES OF MUSHROOM

Acrid mushroom

Foul mushroom

Pungent mushroom

Find these nasty creatures along the rocky path to Nadox. They won't hesitate to attack any travelers wandering by.



Chapter 6: The New Zones

PIRATES

TYPES OF PIRATES

Alert Broken Skull warrior

Bidop trappleton	Dark Elf veteran
Bremmus mopfoot	Dastardly scoundrel
Broken Skull augur	Deadly skeletal sailor
Broken Skull cultist	Elite Broken Skull warrior
Broken Skull death knight	Erudite citizen
Broken Skull fighter	Erudite commoner
Broken Skull guard	Erudite initiate
Broken Skull mystic	Erudite marauder
Broken Skull Niflik	Erudite pillager
Broken Skull seer	Erudite plunderer
Broken Skull sentinel	Erudite resident
Broken Skull sergeant	Erudite veteran
Broken Skull soothsayer	Giant Broken Skull Niflik
Broken Skull spiritmaster	Gnome brawler
Broken Skull warrior	Gnome citizen
Brutal skeletal reaver	Gnome commoner
Brutal skeletal sailor	Gnome initiate
Cast out scavenger	Gnome marauder
Cast out survivor	Gnome pillager
Craegin coldtongue	Gnome resident
Dark Elf brawler	Human brawler
Dark Elf citizen	Human citizen
Dark Elf commoner	Human commoner
Dark Elf pirate	Human initiate
Dark Elf initiate	Human marauder
Dark Elf marauder	Human plunderer
Dark Elf pillager	Human recruit
Dark Elf plunderer	Human resident
Dark Elf resident	Human veteran
	Kwyllon geerlok
	Ogre brawler
	Ogre citizen
	Ogre commoner
	Ogre initiate
	Ogre marauder
	Ogre pillager
	Ogre plunderer
	Ogre resident
	Ogre veteran
	Old sedog
	Risen skeletal warrior
	Savage skeletal sailor
	Skeletal knight
	Skeletal warrior
	Traitorous pirate
	Troll citizen
	Troll commoner
	Troll marauder
	Troll pillager
	Troll plunderer
	Troll resident
	Vicious skeletal sailor



What else would you expect to see in a seafaring town if not pirates? These creatures come in all shapes, sizes, races, and classes, and all are dangerous. Rarely will you see these marauding pirates off by themselves, as they seem to enjoy the company of other seafarers. Though some races may hit slower than others, don't underestimate their tenaciousness.

SCORPION

TYPES OF SCORPIONS

Broken Skull scorpion

Giant Broken Skull scorpion

Though these scorpions look similar to their smaller counterparts, they hit harder (though slightly slower) and their hard-shelled exteriors make their AC higher than you may expect, making them more difficult to kill.



ZOMBIE

TYPES OF ZOMBIES

**Bloodthirsty Troll
revenant**

**Bloodthirsty Troll
zombie**

Cursed conscript

Doomed partisan

**Emaciated Troll
zombie**

Emaciated zombie

Fallen knight

**Maniacal Troll
zombie**

Maniacal zombie

**Pestilent Troll
zombie**

**Reanimated Troll
soldier**

**Reanimated Troll
zombie**

**Risen Zombie
soldier**

**Risen Zombie
warrior**



Zombies hit harder, faster, and more powerfully than other creatures of Gunthak. Buff up with all you have to protect yourself against these tough adversaries.

Chapter 6: The New Zones

DULAK

Dulak's Harbor lies in a vast cavern beneath the rocky island. The Troll marauders have built their dark, rough town along the harbor's calm shores. Using whatever they have at hand, the inhabitants are constantly rebuilding and adding to this city. An eerie feeling surrounds the city—a malevolent undercurrent beyond just the unpleasant nature of the creatures living there.

Most of the expected amenities are available here, if you're a member of Clan Broken Skull. Taverns, crew quarters, stores, docks, and shipyards fill the city. Rails can be seen in parts of the city, and following them one way could lead an adventurer to the refinery and the nearby smiths. Luggalds guard the temple, the most unusual and unpleasant building in town. Anyone foolish enough to get close to the temple is engulfed by the palpable fear and hate that seep from within.

EXPLORING DULAK



- Ⓐ Zone to Gulf of Gunthak
- Ⓑ Zone to Luggald's Caverns
- Ⓒ Zone to Torgiran's Mines
- Ⓓ Ladder to upper level to reach Torgiran zone line
- Ⓔ Stormwave
- Ⓕ Hungry Shark Inn
- Ⓖ Lady Dirulia
- Ⓗ Dandolak's Run
- Ⓘ Oceancrasher
- Ⓛ Windscom
- Ⓚ Connects ramp to passage

Never expect a warm welcome in this city, as the Trolls dissuade any would-be travelers from venturing far into their village. However, there is a large building in the east part of town. If you can get past the guards surrounding this expanse, climb one of the ladders to the upper level and follow the path east to the zone line at location positive 689, negative 675 inside the ship's hull to reach the Torgiran Mines.

This zone holds lots of great hunting spots. The main village is swarming with enemies and can sustain a hunting party for hours on end. Five ships are docked at the harbor: *Stormwave*, *Lady Dirulia*, *Dandolak's Run*, *Oceancrasher*, and *Windsorn*. Each ship offers a nice hunting ground for a group. They vary in difficulty, so if one ship's too easy, simply move to the next. Also, don't miss the Luggald caves hidden behind the large wooden structures between the Gunthak and Torgiran zones. Find a hidden passage in the left wooden spire.

THE CREATURES OF DULAK

LUGGALD

TYPES OF LUGGALD

Archon of malevolence	Hatebringer initiate
Blackblooded assassin	
Blackblooded nightmare	Incantator of malevolence
Blackblooded taskmaster	Luggald assassin
Defiled dedicant	Nightmare initiate
Emissary of hate	Phantasmist of malevolence
Emissary of malevolence	Servant of hate
Emissary of suffering	Servant of malevolence
Enraged soulstealer	
Fleshchild of Innoruuk	Shrouded cave lurker



The Luggalds of Dulak are powerful creatures, with both brute force melee damage and formidable magic-casting abilities. These monsters range in levels from the 30s through the 40s.

Chapter 6: The New Zones

PIRATE

TYPES OF PIRATES

Armory guardian	Dock patrolman
Bar patron	Drunken marauder
Barracks officer	Drunken pirate
Bartender	Engineering assistant
Boat engineer	Enraged <i>Oceancrasher</i> crewman
Boat scrubber	Exhausted pirate
Broken Skull blackhand	Fish gutter
Broken Skull brigand	Fisherman
Broken Skull guardian	Harbor fisherman
Broken Skull lieutenant	High seas assassin
Broken Skull mercenary	Lead engineer
Broken Skull scout	Lighthouse operator
Broken Skull shipbuilder	<i>Oceancrasher</i> assassin
Broken Skull troubadour	<i>Oceancrasher</i> bloodclaw
Buccaneer	<i>Oceancrasher</i> deckhand
Burdened ore cart operator	<i>Oceancrasher</i> initiate
Chef	Ogre steelsharpener
Crew member	Ore refinery overseer
<i>Dandolak</i> cannoneer	Pirate courier
<i>Dandolak</i> crew member	Refinery drudge
<i>Dandolak</i> deck hand	Seawerry pirate
Deck hand	Shady treasure sorter
<i>Dirulia</i> cannoneer	Ship blueprinter
<i>Dirulia</i> crew member	Shipyard architect
<i>Dirulia</i> deck hand	Shrouded fareyes
Dock guardian	Soot covered weaponsmith



With the exception of the *Windscorn* pirates, Dulak's pirates are comparable in level to the Luggalds of Dulak. While the pirates are the warriors in the area, the *Windscorn* pirates are both warriors and magic casters. Also, the *Windscorn* pirate's levels can reach into the 50s and they quickly can decimate an ill-prepared raiding party. The pirates' primary interest is in building and maintaining their ships and they stop at nothing to complete their goal.

RATS

TYPES OF RATS

Wharf rat

These giant rats roam the piers and docks near the ships, looking for scraps of food. They feed on anything in the area, alive or dead.



SHARK

TYPES OF SHARK

Shark

Luckily sharks are found only in the water, as their ferocious bite can cause substantial damage. Try to stay out of the water and out of the sharks' feeding frenzy.

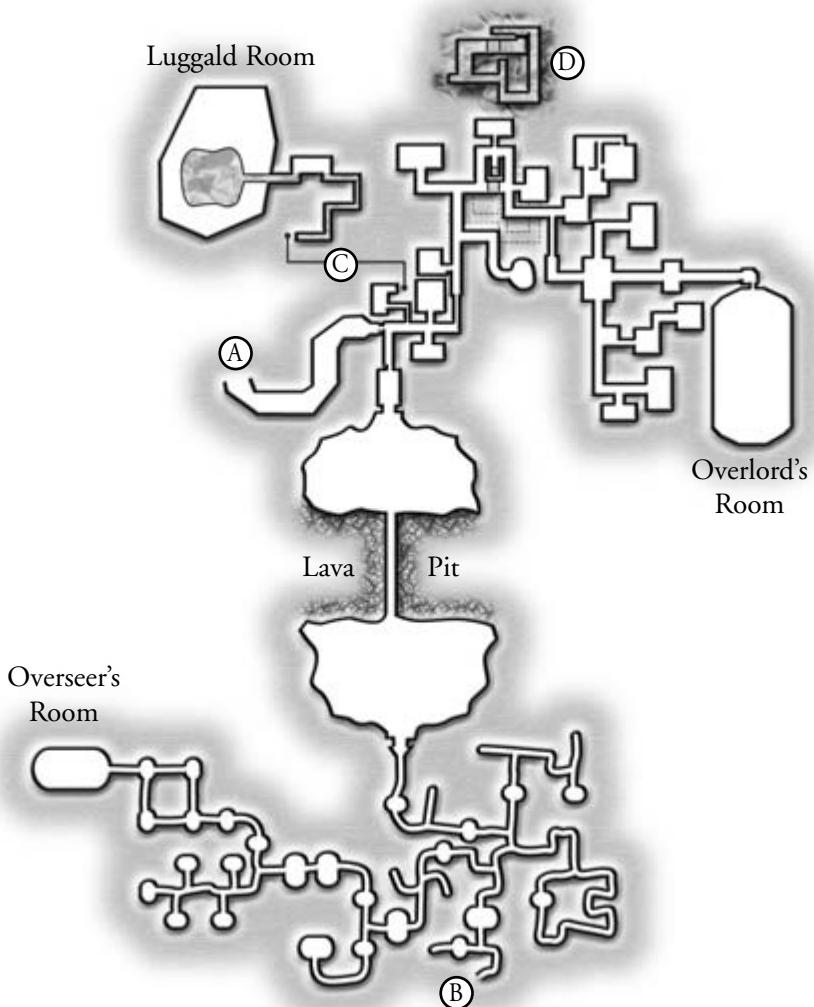


TORGIRAN MINES

Deep inside Broken Skull Rock are the Torgiran Mines, where downtrodden slaves delve into the ore-rich depths of the island. The ore is moved by rail out to Dulak's Harbor, processed in the refinery, and used to create ship's fittings and primitive weapons. The mines themselves occasionally dip below sea level, sometimes even uncovering lava pools. The Luggald have erected shrines and etched mystic runes in the mines, which seems to prevent them from flooding.

Chapter 6: The New Zones

EXPLORING TORGIRAN



Ⓐ Zone to Crypt of Nadox
Ⓑ Zone to Dulak's Harbor

Ⓒ Entrance to underwater tunnel to
Luggald room
Ⓓ Trap to water tunnel

Wandering the twisting paths of the Torgiran Mines can be confusing. You pass miners busily carrying out their mining duties when not defending the mines against outsiders. Be sure to cast SoW before entering the mines because you can't cast it once you're inside. The mine's many dead ends make great camps. Use caution when traveling along the walls of the mines, or you may walk right through one, which leads you straight onto the path to Nadox.

THE CREATURES OF TORGIRAN

LUGGALD

TYPES OF LUGGALDS

- | | |
|---------------------------------|------------------------|
| Berserk Luggald
abomination | Luggald beast |
| Enraged Luggald
abomination | Luggald fiend |
| Frenzied Luggald
abomination | Luggald horror |
| Furious Luggald
abomination | Luggald occultist |
| Luggald abomination | Luggald pain
master |
| Luggald arcanist | Luggald reaver |
| | Luggald torturer |



Encountering both Luggald magic casters and powerful warriors in Torgiran keeps your clerics busy and your swords flying. These creatures' levels range in the mid 50s.

MINERS

TYPES OF MINERS

- | |
|------------------|
| Crazed miner |
| Delirious miner |
| Fanatical miner |
| Resistance miner |
| Subverted miner |



Chapter 6: The New Zones

Typically busy busting through the rocks in the Torgiran Mines, these workers are oblivious to anyone until they're seen. But they're willing to leave their responsibilities long enough to fell any travelers foolish enough to become lost in the mine's twisting tunnels. Travel cautiously and slowly to avoid more than one or two of these powerful warriors at a time. These creatures range in level from the high 30s up to the fanatical miner at 50, so be prepared for any type of assault—some hit slower, while others hit much faster and harder. Some are pure melee while others are magic casters. Have defenses ready for both types of attacks.

PIRATES

TYPES OF PIRATES

Broken Skull blood reaver

Broken Skull bloodguard

Broken Skull bruiser

Broken Skull deathguard

Broken Skull direguard

Broken Skull dreadguard

Broken Skull guardian

Broken Skull hoarder

Broken Skull sentinel

Broken Skull slaver

Broken Skull supplier

Broken Skull trader

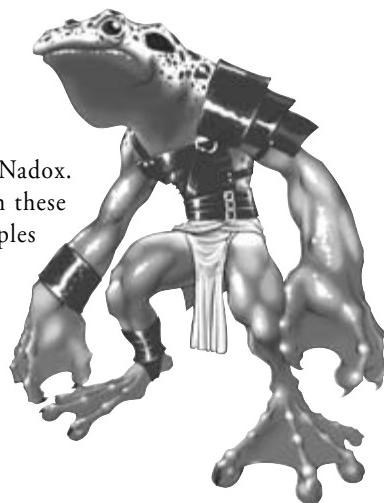
**Elite Broken Skull
dreadguard**



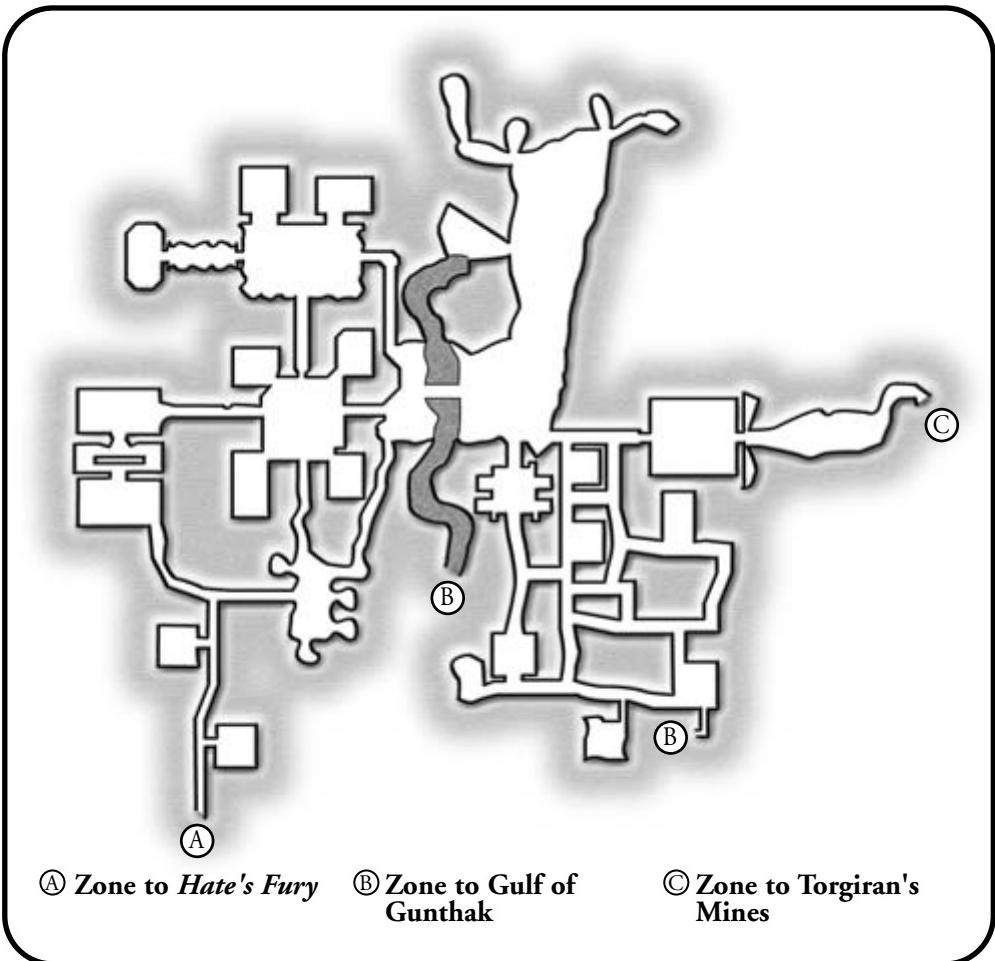
Most of these high-level pirates are in the mid-50 level range, so when they hit, they hit hard. You won't encounter as many pirates as miners, but there are enough to keep you on your toes.

NADOX

Hidden in the bowels of Broken Skull Rock lies the Crypt of Nadox. The tomb of the ancient Troll shaman Nadox is hidden within these caverns bearing his name. Filled with various shrines and temples to honor the god of the Broken Skull Clan, the crypt is a dangerous place. Only the most powerful of the clan are allowed into the crypt, and they guard the area with fierce devotion.



EXPLORING NADOX



Wide concrete halls filled with enemies wait around every turn of this massive area. SoW cannot be cast here, so be careful taking every turn. Seemingly endless twists and turns filled with dangerous creatures and hidden walls are not the only perils you face. Beware of traps that may drop you straight through a floor into a watery grave. Keep moving to reach air, though when you emerge, you may face something more terrifying than drowning. While exploring many of the crevasses found around the zone of Nadox, follow the stone path up to a dock area where many undead sailors wander the docks in search of unwary travelers. Follow the pier past the dock to reach *Hate's Fury*.

Chapter 6: The New Zones

THE CREATURES OF NADOX

BLOODTUSKS

TYPES OF BLOODTUSKS

- Bloodtusk beast**
- Bloodtusk boar**
- Bloodtusk swine**
- Burdened bloodtusk**

These creatures may look like the bloodtusks of Gunthak, but these monsters are much stronger and more powerful than the creatures you encountered when landing on Gunthak's sandy beaches. Ranging in level from the high 40s to the 50s, these warriors are powerful and deadly.



FIRE ELEMENTAL

TYPES OF FIRE ELEMENTALS

- Abhorrent element**
- Lava etched doombringer**
- Scorned element**

Unlike what their ethereal bodies depict, these creatures are pure warriors, capable of inflicting serious damage against any foe.



LUGGALD

TYPES OF LUGGALD

Chosen of Innoruuk	Luggald chosen
Conscript of Innoruuk	Luggald guardian
Incubator operator	Luggald high priest
Luggald abomination	Luggald initiate
Luggald ambassador	Luggald overseer
Luggald apprentice	Wretched servant
Luggald archseeker	



Nadox is home to some of the most powerful Luggalds you have yet to encounter. Beneath those robes are creatures with levels ranging from 50 all the way to 60. These are some of the most dangerous creatures you'll encounter in this eerie death-filled area. These deadly creatures come in both magic casting and warrior varieties. Use extreme caution when undertaking any of them.

PIRATES

TYPES OF PIRATES

Blackhand guardian	Broken Skull seeker
Blackhand lieutenant	Broken Skull seer
Blackhand veteran	Broken Skull spiritist
Blackblood prophet	Broken Skull sycophant
Broken Skull acolyte	Broken Skull theurgist
Broken Skull adherent	Broken Skull vassal
Broken Skull advocate	Careless proselyte
Broken Skull anchorite	Cathedral protector
Broken Skull cenobite	Cloister sentinel
Broken Skull initiate	Exhausted miner
Broken Skull neophyte	Exhausted prophet
Broken Skull peer	
Broken Skull prophet	
Broken Skull proselyte	

Furious blackhand
Resting acolyte
Sanctuary sentinel
Sanctum sentinel
Shrine bruiser
Soot covered miner
Temple sentinel



Chapter 6: The New Zones

Treasure sorter

Troll miner

Unrestful acolyte

Troll dredge

Troll quarrier

Vehement blackhand

Troll excavator

Troll tunneler

Similar to other pirates, the pirates of Nadox are even more powerful. Both warriors and magic casters roam the halls and countryside of Nadox. They range from levels in the low 40s and 50s, but beware of the Broken Skull peer, a Level-60 warrior. Creatures with the same name could be either warriors or magic casters. Be prepared for both.

ZOMBIE

TYPES OF ZOMBIES

Animated mercenary

Undead weaponsmith

Decaying fisherman

War torn spirit

Drenched crewman

Water torn crewman

Rotting seafarer

Waterlogged crewman

Soaked crewman

Waterlogged stockman

Sodden crewman

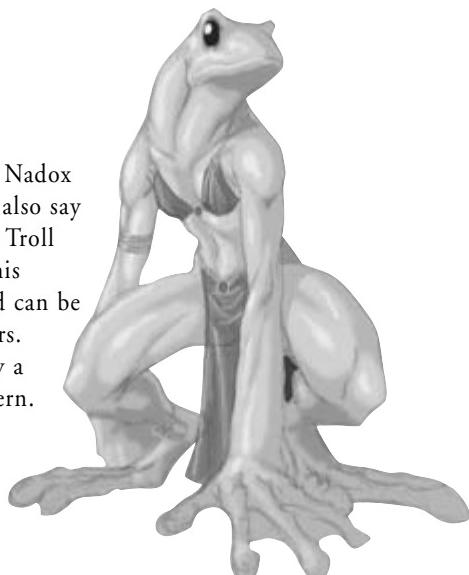


The walking dead of Nadox are powerful creatures typically ranging in level from the mid to high 50s. Arm yourself well before encountering these dead warriors.

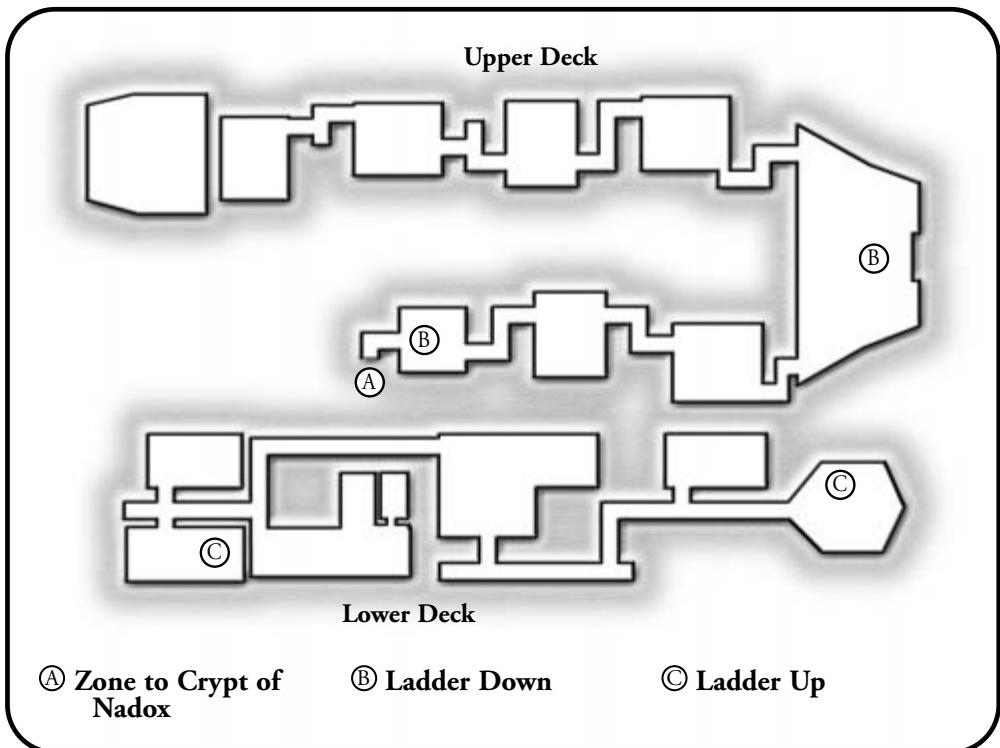
HATE'S FURY

It is rumored that there is a hidden lagoon in the Crypt of Nadox where the leader of the clan keeps his ship. Of course they also say that the ship is filled with ill-gotten booty that the various Troll pirate captains have gathered over the ages. The name of this legendary ship is well known by those who sail the seas and can be heard on the lips of members of the Broken Skull marauders.

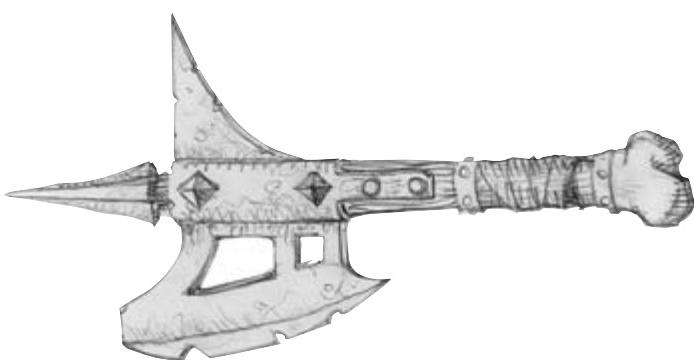
Most sailors understand that such a ship is probably merely a rumor, invented over a foamy mug of ale in a dockside tavern.



EXPLORING *HATE'S FURY*



Stairs up and down the ship's multiple layers house many of the dead and departed seafaring sailors that may have once bravely sailed the seven seas. Use caution as you make each turn, for you never know when another enemy will be waiting just around the next corner.



Chapter 6: The New Zones

THE CREATURES OF *HATE'S FURY*

LUGGALD

TYPES OF LUGGALDS

Luggald anatomist	Luggald saboteur
Luggald evoker	Luggald seditionist
Luggald harpooner	Luggald storm caller
Luggald inquisitor	Luggald tormentor
Luggald martinet	Luggald wavemaker
Luggald priest	



Typically in the mid-50s level range, the Luggalds in this area include clerics, wizards, and warriors. Note that all creatures in *Hate's Fury* can deliver approximately 15 percent more damage than average.

PIRATES

TYPES OF PIRATES

Broken Skull blademaster	Cannonier
Broken Skull corsair	Loremaster
Broken Skull marauder	Mess hall chef
Broken Skull mystic	Mess hall scrubber
Broken Skull plunderer	Ship's medic
Broken Skull rogue	Treasure room guard
Broken Skull scrounger	Treasure sorter
Broken Skull weaponsmith	



Coming face to face—or actually face to knee—against these lumbering giants roaming *Hate's Fury* can be a terrifying experience. Be careful going through any doorway, as one of these powerful pirates may be standing just behind the door. These pirates are both warriors and magic casters, including shamans. Level ranges for all pirates here are in the mid 50s, but remember that all creatures in this area cause approximately 15 percent more damage than average.

RATS

TYPES OF RATS

Stowaway rat

This is not your typical rat. This giant rat's range is anywhere from Level 52 to 54. Although you may not encounter many in *Hate's Fury*, don't underestimate these fearsome creatures.



ZOMBIE

TYPES OF ZOMBIES

Reanimated corsair

Undead corsair

Reanimated deck hand

Undead swabbie

Reanimated loader

These warrior zombies are powerful creatures, in the mid-to-upper 50s level range. Causing 15 percent more damage than average, these voracious warriors are powerful foes for even the mightiest warriors.



LOST DUNGEONS OF NORRATH



CHAPTER 7: THE LORE OF *LOST* DUNGEONS OF NORRATH

CHAPTER I: RUMORS ON THE WIND

The filthy waters lap rhythmically at the shores of The Overthere. A well-worn boat parts the veil of lazy mist hanging still in the air as it makes its last strides toward land. The strained hull groans softly as it swims toward the sands, finally grating onto the shore.

A tall, tattered figure stands at the bow. His stature and the breadth of his shoulders give away his Barbarian heritage. His eyes, gray as the waters, flit along the sands toward the outpost looming nearby as he assesses the immediate dangers.

Seemingly satisfied, he walks amid ships, puts a hand on the side of his boat, *Thorn of the White Rose*. He jumps over the edge to land knee-deep in water with barely a splash.

With that landing, Morden Rasp took another step on the path of a rumor—one that set him upon the waves and one that he intends to follow to its end. He has heard of trouble amongst the Sarnak.

Morden walks from the surf to a steep incline where grains of sand meet the grass. He leaves no trace, no footprints. As his body rises up to a ledge, he crouches in perfect relationship, his presence barely detectable.

He sees no trace of passing patrols, only wildlife wanders nearby as the willful rogue kneels motionless and quiet for a short time. The deep creases in Morden's brow begin to smooth as he sees no enemies. In ferine movements, he moves back from the ledge. On the sands once again, he turns and slips silently back to the boat.

"All is clear, Nedaria," he says in a voice that travels on the air in soft baritones. "It looks like we found ourselves an adequate spot. I need to survey the area before we set up camp though. Come down."

Chapter 7: The Lore of *Lost Dungeons of Norrath*

A hardened Erudite face peers over the side of the boat at Morden. "Lend me a hand?" she asks as she folds back the sleeves of her robe. "I shall, but you must read my fortune tonight," he says with a slanted grin. "You never do anything for free, do you?" Nedaria huffs as she lowers the scruffy rope ladder.

He holds her gently as she carefully makes her descent onto the sands.

Morden and Nedaria turn and walk up the beach together. They are age-old companions, moved by loyalty to one another and adventure ... anywhere.

CHAPTER 2: BOUND BY EXILE

Pulling a blanket tightly about him, Morden Rasp shook off the chill of the night air. Firelight licked the scars on his weathered cheek as he turned his head toward the glow of the outpost in The Overthere. Two pinpricks of violet looked back at him—the eyes of a Dark Elf. The dark-skinned prowler had crept around their camp for several nights, preying on any creatures hungry enough to investigate the mellow aroma of mead and stew.

Nedaria sensed no ill-will from the Dark Elf, as evil as his innate tendencies may be, and told Morden to leave him be; let him satisfy his curiosity and need to hunt.

"He is much like us, Morden," she said. "I feel he may have some part to play here."

Tondal Di'Xevar kept still, his body pressed against the cold earth. He shivered slightly as the wind blew silvery strands of hair across his face. He felt the Barbarian look at him, the Erudite see into him.

It had been a long time since he'd felt a need for companionship, but he did now. Many times he considered returning to his place at the outpost under his master, Vaean the Night, even though it would be the end of him. Tondal was tired of being alone and having no purpose.

As he crouched, Tondal became lost in a nightmare in his memory. He replayed the night he chanced upon an open tome in Vaean's study, one that made clear that he was ripening Tondal for a vile necromantic ritual. Vaean planned to have Tondal become one of his many mindless minions. That very night, Tondal fled the outpost while his master slept.

Since then, Tondal learned to live off of his wits and the fruits of Kunark, defending himself with his sword and dark magic and calling upon the undead to aid in his hunting.

But, two days ago, Tondal felt eerily drawn back to the outpost. As he carefully crested a hill near the outpost, he spotted a boat on the shore and two travelers of the likes he'd rarely seen. Tondal knew they were aware of his presence, yet they did not attack or approach.

He crept closer this night, inexplicably desperate to talk to the male and female. He felt confident he knew enough of the Common language to convey his harmless interest in them.

Having been lost in reflection, Tondal froze as a hand gripped his shoulder. Instinctively, he crossed his right arm in front of him, drew his sword and pivoted on his right foot, swinging the blade in a wide arc. A shock ran up his arm as an expert parry stopped his blade short.

Tondal looked up and met the steely gaze of Morden Rasp.

CHAPTER 3: TREACHERY WITHIN THE BROOD

The rumors and riddles about trouble within the Sarnak fluttered about like seeds on the wind. Finally, a few began to take root. Morden Rasp had faith that at least some of the rumors had foundations in truth, and he made it his business to find out if they were.

As Morden bought pieces of information about Chardok, he also appeared to purchase a loyal following of like-minded adventurers. His wily charm afforded him low costs and simple agreements to share in the adventure of infiltrating the Sarnak's domain. Making such arrangements was second nature to the seasoned rogue. His years of travel and constant adventuring aided Morden in establishing a small but relatively loyal following. The bulk of this band was waiting in Freeport, resting after a round of excursions through the Buried Sea and nearby gulf.

A shapeshifter was at work; there were traitors within the highest ranks of the Brood; high-ranking Sarnak citizens had disappeared inexplicably. The information was hard to piece together, the puzzle incomplete.

While Morden vanished for hours at a time, scouting the area and seeking news, Nedaria spent much of her time near the campfire deciphering notes and letters that had been trickling into the camp from hired spies. She made time to teach Tondal Di`Xevor the basics of several languages, like those used by Gnomes and the High Elves. In return, Tondal occupied Nedaria with stories of mischief about his youth, his Dark Elf brethren, and their escapades around Norrath.

The loyalty between Morden, Nedaria, and Tondal grew quickly and was so strong it was felt by all who encountered them.

It had only been a few nights since Morden invited Tondal to the fireside. That night, in dark speech, the three shared their lives and dreams until the glow of Drinal gave way to the rays of Ro. Morden and Nedaria felt tied to this Dark Elf who shared their adventurous spirits and lives as exiles. They felt closer than family, joined by their very souls for a great purpose.

They each knew that the time to lead their growing band of adventurers into the nearby burning woods was closing quickly.

Chapter 7: The Lore of *Lost Dungeons of Norrath*

CHAPTER 4: THE HIDDEN PASSAGE

As Morden Rasp's camp of adventurers grew and readied for an expedition, the Overking Bathezid Di`Zok in Chardok called a secret council to his chambers. Those closest to the Overking were suspicious of Korucust's actions of late.

Over the past decade, Korucust ascended the ranks to become a trusted member of the Overking's security forces and had been rampantly making accusations of treachery within the Brood. He pointed his finger at some of the most powerful Di`Zok and those he charged disappeared into his interrogation chambers.

The Overking observed that Korucust often vanished for days at a time with no explanation and it concerned him.

This night, the Overking's assembled council planned to pool its magic for a spell of powerful vision that would allow them to see into Korucust's rooms without detection.

The dozen members of the secret council filtered into the chambers and sat in a loose circle around the Overking.

One of the mages began to mutter an incantation. Then, another began. And another. Soon, the echoes of the chanting voices took an airy form, a window of sight, which the Overking controlled with his own mind. He willed the magic eye through the deep caverns of Chardok to Korucust's rooms.

He inched the eye through a wall where faint squeals emanated.

Gasps stole the air in the Overking's chamber as horror robbed the mages of their breath.

The Overking's own blood chilled and his heart darkened as he watched Korucust torture Gimliox Ran`Ti, one of the palace's master healers.

The only words Korucust uttered were in a necromantic language. His blood-coated arms were ablaze with a dark red magical energy.

Gimliox's screams began to ebb and his eyes slowly rolled under his scaled lids. Calm washed over his reptilian features.

The Overking immediately understood the extremity of the sinister arts that Korucust practiced. Gimliox wandered mindlessly into a dark hall after Korucust unshackled him. He could be heard muttering phrases of nonsense drawn from his shattered mind.

"I am Shai`Din. The Brood of Di`Zok is my enemy. I am Shai`Din. I am Shai`Din. Enemies are close."

CHAPTER 5: SECRETS IN THE SOLUSEK MINES

A miner's chalky fingers wiggled through a crack in the wall, deftly whittling the mortar and stone apart a little farther. The fingers disappeared and then a muffled, repetitive thud came from behind the wall. There was a loud crack as the stone wall split apart. With one more thud, the stones in the wall broke free and marked the mossy ground.

All was still for a moment.

Slowly, a dusty figure squirmed sideways through the fracture in the wall and worked its way outside. Coughing quietly and wafting the dust from his face, Morden Rasp squinted as he adjusted to the light of the day.

He reached back behind the wall and pulled out a number of lightly packed bags that clanged as they shifted in his grasp. A grin broke the sternness of Morden's face. Delighted about the treasures he lifted from the deepest halls of Chardok, Morden made his way to his camp.

Morden appeared out of the heavy mist, waving his bags.

"Do you have enough to satisfy you for now?" Nedaria asked dryly.

"There is no such thing as satisfied, me dear," snickered Morden.

Nedaria showed Morden a scribbled note that was delivered earlier that day from an oasis in the deserts of Ro.

"The Solusek Mining Company has sent word that the Kobold tribes are more active than usual. The Gnomes made mention of some sort of uprising. If the Kobolds cause a great enough disturbance in Solusek's Eye, it will be interesting to watch if nothing else," Nedaria said. "These activities may open up great opportunities for us should they reach as deep as Nagafen's Lair."

Morden's eyes lit up.

"I know those lands well," Tondal said. "I remember them from my travels as a youth. We servants often accompanied our masters during journeys beyond Neriak's gates," Tondal grinned, happy to be of greater value to Morden and Nedaria.

Excited about a new adventure, Morden gathered the ever-increasing number of adventurers around him and gave them the order to start packing up the camp. It wouldn't be long before the adventurers would hoist the sail on the *Thorn of the White Rose*.

Chapter 7: The Lore of *Lost Dungeons of Norrath*

CHAPTER 6: FIRES AND FRUSTRATION

Morden took a worn rag from his satchel and wiped the sweat off his brow, leaving a light smear of dirt across his cheek. It had been several days since he, Nedaria, and Tondal first sucked the burning air of the place called the Lavastorm Mountains into their lungs.

"I've decided we ought to give our faithful band a name of some sort," Morden said. "We're becoming somewhat renowned, are we not?! I think we ought to take pride in what we do and who we are ... aye. Knowing us like I do, I think we ought to call ourselves the 'Wayfarers Brotherhood.'"

Tondal's violet eyes shone with pride upon hearing the name.

"Yes, Morden. A fine name indeed. A real family," he said.

"Aye, I agree. It's been a long time coming and the name should serve us well as we continue our travels," Nedaria chimed in.

"Well, enough of that then, eh? Be sure to get the word out! As for me, I need to get meself back in those mines and find a way past that mess o' Goblins and bloody clockworks," Morden moaned. "I've never seen such a blasted infernal place and I am really not used to such resistance to my good looks. Nedaria weren't even this difficult." He winked at Nedaria.

Nedaria sighed, shook her head and turned away from Morden to hide a smile.

Morden hummed as he wrapped three lock picks in leather straps, so they wouldn't make any sound in his satchel as he moved. He rummaged through a crate and gathered up some rope, a few morsels of bread, and a flask of water. He bid his friends—now of the Wayfarers Brotherhood—farewell and set off toward the crater bubbling with lava.

Nedaria busied herself building the camp in the Lavastorm Mountains with all the new adventurers that had followed from the Burning Woods. They all waited patiently as Morden continued his attempts to move with the shadows past all the terrible creatures in the Solusek mines. He had been trying for days to get close enough to listen to the whispers and wonderings within the ranks of the Solusek Kobolds. It had proven difficult and Nedaria could feel his aggravation.

Nedaria and Tondal both hoped he would have more success this day.

CHAPTER 7: A SHADOW SPEAKS

Nedaria quietly reminisced about her youth. No one in Erudin had known she was different. As a young, free-spirited Erudite, she discovered she had an innate power to see into people's minds and overcome the boundaries of the present to glimpse into the future.

She remembered the first foreboding dream that came to her. One of the nobles of Erudin was planning to murder his own son who threatened to replace him and ascend to the city's council.

After rising from her sleep that night, she ran to her mother, Tilisea Nebeian, who was studying at the grand table in the library of their home. She tugged at her mother's robe and told her the nightmare she had.

Her mother first smiled with delight as she entertained the wild musings of her child. Then, as Nedaria continued, her mother's face twisted in fear. She quickly hushed Nedaria and ran into the storeroom, frantically throwing supplies into a satchel. Tilisea grabbed her daughter's arm tightly and dragged her quickly through the city and out into the darkness of the Toxxulia Forest. She crouched in front of Nedaria and handed the satchel to her. With tears glistening in her eyes, Tilisea held her daughter's face in her hands.

"Run now little one. You cannot stay here. The nobles will learn of your gift and rob you of all you hold dear—your mind and talents. Talk to no one. Let your senses guide you. I will seek you out soon," Tilisea said in a single rush of breath.

Nedaria was terrified and confused, but turned from her mother and ran as far and as fast as she could. Her tears streaked her soft cheeks as she sobbed.

It had been many years since that night and she never heard from her mother again. Her heart withered knowing that her mother may have paid a dear price for saving her.

Nedaria's time within her memories ended abruptly as a sense of gloom passed over her—a presence she was not familiar with was nearby. She looked up from the necklace she was crafting and saw nothing. She rose from her seat on a crate of blankets and turned her eyes to the east.

In the heat haze and geysers of steam, the shimmering outline of a humanoid figure moved closer. It was a shadow that moved without the need of an object to cast it.

Nedaria heard of shadowed creatures in Norrath that could move in the light of day. She also recalled that they were to be avoided.

The figure then crept backward behind the steam. Nedaria followed, believing that this creature of shadow would have already attacked had it wanted the blood of those in the camp.

Chapter 7: The Lore of *Lost Dungeons of Norrath*

Down the hill, under the gentle flapping wings of a fire drake, Nedaria waited alone. She sent out a soft voice from her mind, hoping it would reach the creature. In the Common tongue of Norrath, she repeated, "I am here to listen if you have something to say."

A gravelly voice whispered into her right ear. She remained motionless.

"We seek the same enemy. The servants of Solusek Ro need to be cast out. You know as well as I that this is the only path to true magical power. It is our place to rule the world. The pure and true magic of the Shadowed men is the only art," it said. "I can help you, if you can help me. I can promise you power."

With her back to the Shadowed man, Nedaria listened as he told a tale of greed among the Solusek Kobolds and a growing resentment of the resident lord, the mighty dragon, Nagafen.

CHAPTER 8: A DRAGON'S RICHES

The strong rule the weak. That is the law amongst the Kobolds. But in the depths of Lord Nagafen's lair, one of the strongest of the Solusek Kobolds grew restless.

While Kobolds do not usually give in to pride, some do indeed give in to greed.

Heili Erat, a noble of the Solusek Kobold clan, grew increasingly angry that he was left on the fringe of the royalty. The rewards he sought for his position were ignored. No matter how he petitioned for an army of his own, he was shuffled back to his filthy room, where he could often be heard pacing back and forth while cursing them all.

Heili decided it was time to seek power and riches of his own. He would find a way to line his pockets with gold.

For as long as Heili could recall, he had been told to stay away from Lord Nagafen, the mighty dragon in the bowels of the mines. He was told never to explore there or he would face the dire lord's fiery breath. The legends say that those who attempted to slay the dragon were stripped of all their riches and wasted away deep in the caverns—a place no Solusek Kobold had ever set foot.

Rather than get the tangled fur of his own haunches seared by Lord Nagafen, he decided to send an unsuspecting slave. He called a Kobold slave to his shabby room and had him sit in front of him. The noble quickly cast a charm spell upon the poor slave, bidding him to search the deep caverns of Nagafen's den to see what lay hidden there.

It is not known what the enchantment was that captured the slave, but it was somehow enough for him to catch a glimpse of a cavern filled with enormous heaps of riches belonging to Lord Nagafen. Heili saw it all as he looked through the slave's eyes.

That was the tale woven by the Shadowed man to Nedaria who, in turn, relayed it to Morden and Tondal. Morden believed the tale. The creases at the corners of his eyes crumpled as he smirked, his gray eyes glistening with the thrill of adventure.

Two nights had passed and Morden had finally reached the Solusek Kobold's lair, where he perched on a ledge near a lava pit. He heard them growling about a hidden passage and the noble's idiocy. They said he was starting rumors and saying that Lord Nagafen's lair was not real.

In the shadows, Morden made time to watch Heili, the noble. He saw him caress an old crate on the floor of his makeshift room and cackle. He got up and paced past the torch on the wall and its flame flickered. It was enough to capture a glint of gold between the rotting wooden slats of the crate.

"There are riches of the likes we've never seen, my dear friends. I'm sure of it," Morden said with a roguish grin. "I've found a way for us to enter the hold. Prepare yourselves for adventure. We move today!"

CHAPTER 9: THE MADMAN'S CURSE

A withered form stumbled about the Plane of Knowledge, his feet dragging over the stone pathways.

The agony and confusion the wizard felt in his mind was embodied in his physical presence. His robe hung scruffily around his frame and the tattered hem whispered as it trailed across the cobbles. Strings of dark matted hair dangled around his face.

At intervals, the wretched man, Calliav Giniuar, had moments of clarity and spewed broken words and splintered visions with a wild look in his eyes.

"Time! My lord in Time. We fail ... dark days ... shadows move under Norrath ... sands ... a curse ... the stone!" he cried madly.

Calliav learned the legends about Zebuxoruk, the Forsaken, when he was a small boy. As he grew older, his dreams and hopes that the demigod Zebuxoruk could be contacted and freed from his imprisonment in the Plane of Time became an obsession. Calliav's awe of the knowledge that Zebuxoruk was thought to have was unbounded.

Year after year, Calliav honed his meditative skills. He believed he could reach Zebuxoruk, who he called his "lord," through a focused and loyal mind.

After many years of practicing meditative arts, Calliav's mind was able to transcend his body and make contact with ethereal beings. Thus far, he had never been close to feeling or seeing Zebuxoruk.

Chapter 7: The Lore of *Lost Dungeons of Norrath*

Day after day, Calliav continued to refine his focus.

Zebuxoruk had felt Calliav's spirit some time ago and believed he might make an acceptable repository for some of his knowledge. Having been imprisoned in Time, Zebuxoruk felt a need to find a channel that would allow his grim visions of the future to reach the citizens of Norrath.

One fateful night, Calliav focused his mind with such great intensity that the rhythm of his heart almost ceased. His breaths were long and deep. In those moments, Calliav's presence was palpable to Zebuxoruk, so he unleashed a fraction of his knowledge to the determined mage's mind.

Calliav was sorely unprepared, as any mortal would have been, to receive such a flood of knowledge. His mind was blinded and unable to sort, comprehend, and process. He opened his eyes, attempting to focus on a stack of tomes in his dimly lit room and couldn't. Reality became clouded by the unfathomable number of thoughts flitting across his mind's eye.

Calliav felt an urgency about the knowledge Zebuxoruk had given him. A need to prepare for danger grew in his heart. Something dark and terrible was on the horizon—something so foul it was almost inconceivable. Logic crumbled.

A vision of a magic stone pulsed inside Calliav. He had to learn what it meant. Had to.

His mind screamed as his body tried to command his feet to take him to the Plane of Knowledge for answers.

He fell against the door of his modest room in the West Karanas. Something ominous and evil prowled just beyond his vision, choking his mind.

"Doom," he mumbled. "It could be the end of us all."

CHAPTER IO: SEEKING THE STONE

Trapped in the chaos of his mind, Calliav continued to stagger through the Plane of Knowledge, aching for calm and relief for many days.

As he continually wandered, Calliav caught the murmurs of passing Norrathians. Several times, he heard about a band of adventurers, the Wayfarers Brotherhood, which had become well respected for its success in finding information and exploring.

It was clear to Calliav that he should seek the leader of this crew of explorers, Morden Rasp. He would send a messenger to request his help very soon. For now, though, Calliav had to continue his research into the vision of glowing stone that kept haunting him. He believed it to be that magical stone that was stolen from the Trolls—the Grozmok Stone.

Morden, Nedaria, and Tondal had received word that a raving madman was seeking their assistance to find an object of grave importance. Naturally intrigued, Morden wanted to learn more, but was uneducated about travel to and from the planes. Twice now, he had sent messengers to get word to the lunatic, but had heard nothing more.

If the news about the madman was true, Morden and his friends might face their greatest adventure yet. The idea was an alluring proposition for another reason—now that Morden's team of outcasts and shunned travelers rivaled any powerful group of explorers on Norrath, Morden wanted to prove the worth of his great friends to the world. He was confident they could take on any challenge and be successful. No one knew adversity like he and the rest of the Wayfarers Brotherhood.

Morden was told by the last messenger that Calliav could arrive on Norrath at any time and that he would most likely find his way to the city of Freeport.

Nedaria agreed to lead the growing camp in Lavastorm while Morden and Tondal ran to Freeport. Tondal was familiar with the underground labyrinth of the sewers of the city.

The two companions ran with the shadows in Nekulos forest, slipping past the guards in the Commonlands. Arriving in Freeport, Tondal led Morden to the hidden entrance to the Freeport sewers. As they crept through the darkness, they came upon a pedestal holding a book. It emitted a power that made the hair on the back of Morden's neck stand on end.

The two edged their way around a corner to observe this strange object pulsating with magic.

It wasn't long before a low hum stirred from the book on the pedestal. The sound had such a deep resonance that Morden's teeth chattered. Tondal felt his chest vibrate as he watched a puddle of slime ripple at his feet.

The two shared a confused glance when a crimson glow began to fill the slippery walls of the sewer.

CHAPTER II: A PATH WITH PURPOSE

The brilliance of the crimson light began to fade and a robed figure took an unsure step forward. Morden moved out of the shadows and was taken aback by the look of recognition on the mage's deeply creased face.

The mage extended a thin, trembling arm as his eyes began to roll back into their lids. The weakened man's knees gave way and he started to fall to the grimy floor of the sewer. Morden lunged forward with striking grace and speed, catching the mage before his head hammered the ground.

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"Well, how do ye like that for a greetin'? I usually have to work a wee bit before folk fall to my feet," Morden cracked wise to Tondal.

"It is amazing to me how easily you amuse yourself, Morden," Tondal winked back.

The two collected the frail, shallow-breathing human and rested his back against the slippery wall. Morden looked him over.

"I believe this be 'im, eh?" Morden asked, looking to Tondal for confirmation.

"He certainly did seem to have issue with his faculties. I would guess it is Calliav Giniuar," Tondal replied.

"Go yerself back to Lavastorm and tell Nedaria to collect our friends and meet us in the Commonlands. There be an old swashbuckler there that will put us up for a while. We just simply can't take this poor soul to that infernal place," Morden said.

"We shall meet you there soon, friend. Be safe," Tondal hesitated a moment before he spoke again. "It may just be my excitement, but I think this meeting will be of great importance to all of us."

Morden looked at Tondal and nodded quietly.

"Aye, it may be."

Tondal turned and disappeared into the night outside the sewers.

CHAPTER 12: AN ADVENTURER'S AGREEMENT

The tunnel between the Commonlands and the deserts of Ro began to bustle with traffic. The presence of the Wayfarers Brotherhood caused quite a commotion as travelers attempted to understand their presence there.

The merchants felt generous as they made their fortunes from the boisterous band of friends. Mead, beer, bread, and grand meals were passed amongst the brotherhood. Laughter and loud voices bounced within the sandstone caverns.

However, in one corner it was quiet. A dark, graceful hand rested on Calliav's pale forehead. His skin shone with beads of perspiration and his eyes were desperate and sunken.

"Do not fight me, Calliav. I can help you, but you must open your mind to me," Nedaria said softly.

"I cannot. If I open my mind again, I shall lose myself entirely," Calliav shuddered.

"We need to work together to bring order to your thoughts. If you don't harness this now, you will be lost in any case," Nedaria said sternly.

Calliav quivered and a drop of anguish slid down his temple. He tried to overcome his fears and frenzied thoughts.

"Alright. I am putting my trust and sanity in your hands. Don't lose either of us," Calliav groaned.

Nedaria leaned in and increased the pressure of her hand on Calliav's brow. He shifted his weight forward into her palm. He squinted as he focused on releasing his mind.

Soon, Calliav felt a calming essence enter his mind. While his mind rattled with images and voices, the torment he felt for days faded somewhat.

The hood around Nedaria's sleek forehead began to tremble. Her arms and hands followed. A stabbing pain throbbed in Nedaria's mind as she attempted to help Calliav focus his mental energy. She felt the frenetic pace of his thoughts, the number of them, and the magnitude of their meaning. Though she could not see what he did, Nedaria felt a sorrow unlike any she'd ever known. That Calliav's spirit survived at all was miraculous to her.

She released her grip and leaned back against the cold wall, rubbing her burning temples.

Calliav had stopped shaking. He opened his eyes and stared directly at Nedaria.

"You must help me find the Grozmok Stone. Agree to surrender the stone to me when it is found and I promise to offer you what information I can. What I can tell you may lead you to lost civilizations, dark horrors, and creatures that you've never seen wandering the lands of Norrath," Calliav said, as his gaze shifted from Nedaria to Morden.

Morden had been standing above them both, ready to break their intellectual bond should something go wrong. Upon hearing Calliav's request, he looked down at Nedaria with surprise and understanding. Nedaria nodded to him, knowing Calliav was not looking at her. She stood up briskly and went to talk to Tondal.

"Surely this is folly, Calliav. We have seen all there is in these lands," Morden said.

"No, there is much that you have yet to see and when you do, you may regret having ever really opened your eyes," Calliav warned.

"With that kind of introduction, how could I possibly say no," Morden beamed, as he laid a hand on the troubled mage's shoulder. "So, where do we start?"

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CHAPTER 13: THE SEARCH FOR LOST LANDS

In the warm air of the Commonlands tunnel, Calliav closed his eyes and began running through the countless images and visions filling his mind.

"I see snow, ice, and a great magic with no face. There may have been a face once, but it is gone now," he whispered. "There is little more to that, I'm afraid."

Nedaria stood close and kept her hand on his forehead, helping him slow the rush of thoughts. Morden took notes in a code only the most trusted Wayfarers Brotherhood could understand.

"Now I see blood. Lots of blood. The dead are walking, breathing, reanimating. They are unholy and feed in the most despicable ways. I see a castle ... but there is much underground. Much more," Calliav said.

There was a pause as Calliav searched his thoughts. Suddenly, he winced and his face lengthened.

"Confusion, fear. The walls are collapsing and sand is rushing in. Half blood, half sand. Now they are all in sand. They do not know that the wrath of Solusek Ro has passed," he said in low tones. His cheeks glistened with tears of sadness.

Calliav's chest heaved as he took a deep breath. He paused again. Under his eyelids, his eyes fluttered wildly.

The hush around them was broken as Calliav gasped so suddenly that air whistled through his teeth.

"Oh my, the paladins are lost. I see the Frogloks blessed by Mithaniel Marr are transformed. A curse holds their souls. I feel the burning hate of a god," Calliav panted. "And the Orcs. The Orcs have risen. Goblins have been overrun and enslaved."

Morden and Tondal looked to Nedaria. In both of their eyes, Nedaria read the need for confirmation of Calliav's ramblings. In many ways, the possibility of undiscovered lands felt too good to be true. Morden also had trouble believing that he could have ever missed such places in his travels.

Nedaria looked at both of them and nodded.

"These visions he is sharing are not fantasy. They are real. There is much strife deep within the earth ... and darkness," she said.

Morden turned around to see proud members of the Wayfarers Brotherhood sharing past adventures and creating new stories as they ambled about. He cleared his throat.

"Listen up brothers and sisters. Our time has come. Pack your goods and be prepared to travel. Nedaria will lead a camp to the Frigid Planes and Northlands on Antonica. Tondal will lead some of our brethren across the Ocean of Tears to the Butcherblock Mountains on Faydwer," Morden said. "I will remain here with Calliav and a greater complement of the Wayfarers Brotherhood. We are about to open the doors to the future of all Norrathians, I expect. Off with ye!"

CHAPTER 8: EXPLORING *LOST* *DUNGEONS* *OF* *NORRATH*

A WHOLE NEW ADVENTURE BEGINS

With the latest *EverQuest* expansion, *Lost Dungeons of Norrath*, players ranging in level from 20 through 65 will enjoy exploring new and exciting dungeons with creatures never before seen. With endless possible variations of dungeons that are based on the average level of group members, players will never tire of trying their hands at different types of quests and different difficulty levels.

Unlike normal play in *EverQuest* where you have lots of time to travel and explore areas of danger and untold wealth, the pace in *Lost Dungeons of Norrath* is fast. After you've assembled your group and confirmed your quest, it's nonstop action from that point on. We're going to take some of that stress off of you with the helpful hints we've included in this chapter. Knowing who to talk to and where to go is the first step in the challenges you're about to take.

The groups have been formed and the rewards are waiting, so let's start exploring the *Lost Dungeons of Norrath*.

FORM YOUR GROUP

The first step is deciding what type of group to have. Your group must have a minimum of four and a maximum of six people. Typically, the group will consist of friends, guildies, and pals you have grouped with before. However, with *Lost Dungeons of Norrath*, you may have to rely on others. It takes a well-balanced group to survive the challenges and reap the rewards. Be selective in creating a group and you should be successful. An example of a well-balanced group would be:

Chapter 8: Exploring *Lost Dungeons of Norrath*

Monk: With the tightness of the dungeons, a monk is great for splitting pulls.

Tank: Any melee type can protect the casters and act as the primary damage dealer.

Cleric: These are a must in any group so the party can move quickly.

Enchanter: Have an enchanter for mob control and mana regeneration buffs, as there is little time for meditation.

Wizard/Druid: Druids are great for porting to locations and damage shields. Wizards can pull you out of the dungeons just as druids can, as well as inflict excellent damage on the mobs.

Shaman: If the enchanter is keeping adds asleep and casters supplied with mana, rely on the shaman to buff the party and debuff the enemies.

Rogue: Having a rogue in your group would be extremely helpful in detecting traps and opening locked items.

NOTE

There are several types of groups you can create with the available classes. This listing is just an example of a well-rounded group—there are many more possibilities. You have little time to complete your task, so you must be fast and effective!

EQUIPMENT/SUPPLIES

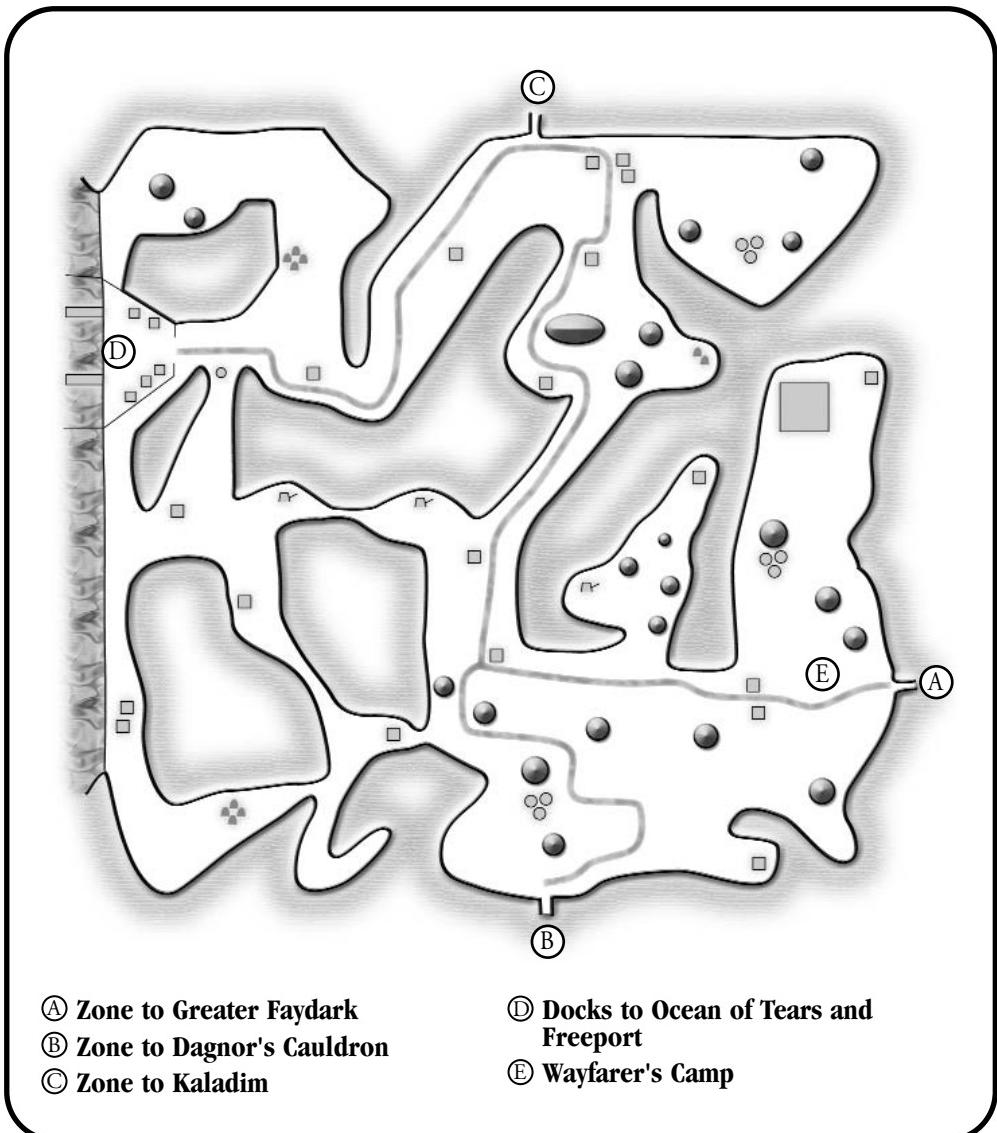
When you explore the dungeons, remember that this is unlike the *EverQuest* with which you're familiar. After you accept your quest, be certain you have all of your supplies, food, water, gems, bone chips, and so on *before* you ask for your adventure. You won't have time afterward, so do your shopping early. Now that you've selected your spot, formed your group, and stocked up on supplies, it's time to talk to the Wayfarers.

THE WAYFARERS

Wayfarers are the NPCs from whom you must receive your adventure. There currently are five zones where you can find the Wayfarers. These locations are easy to find and can be approached safely by all races. Some of you will be returning to areas you may have not visited in quite some time. The location of each Wayfarer camp is noted on the maps below:

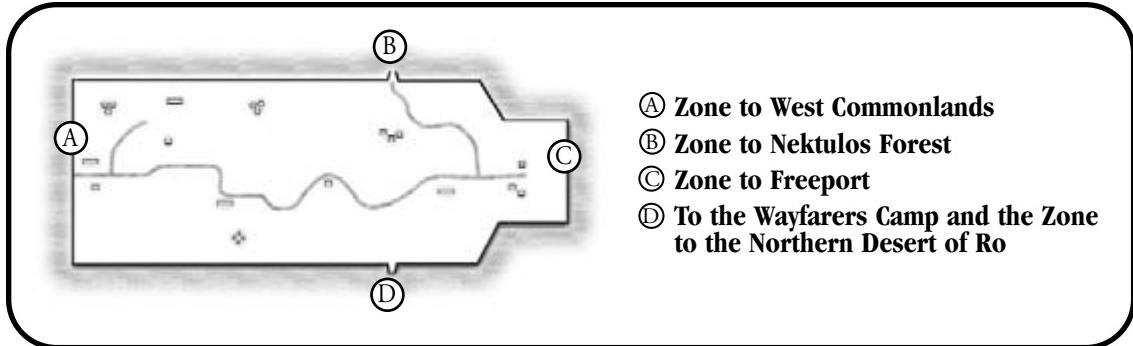


BUTCHERBLOCK MOUNTAINS (MISTMOORE'S CATACOMBS)

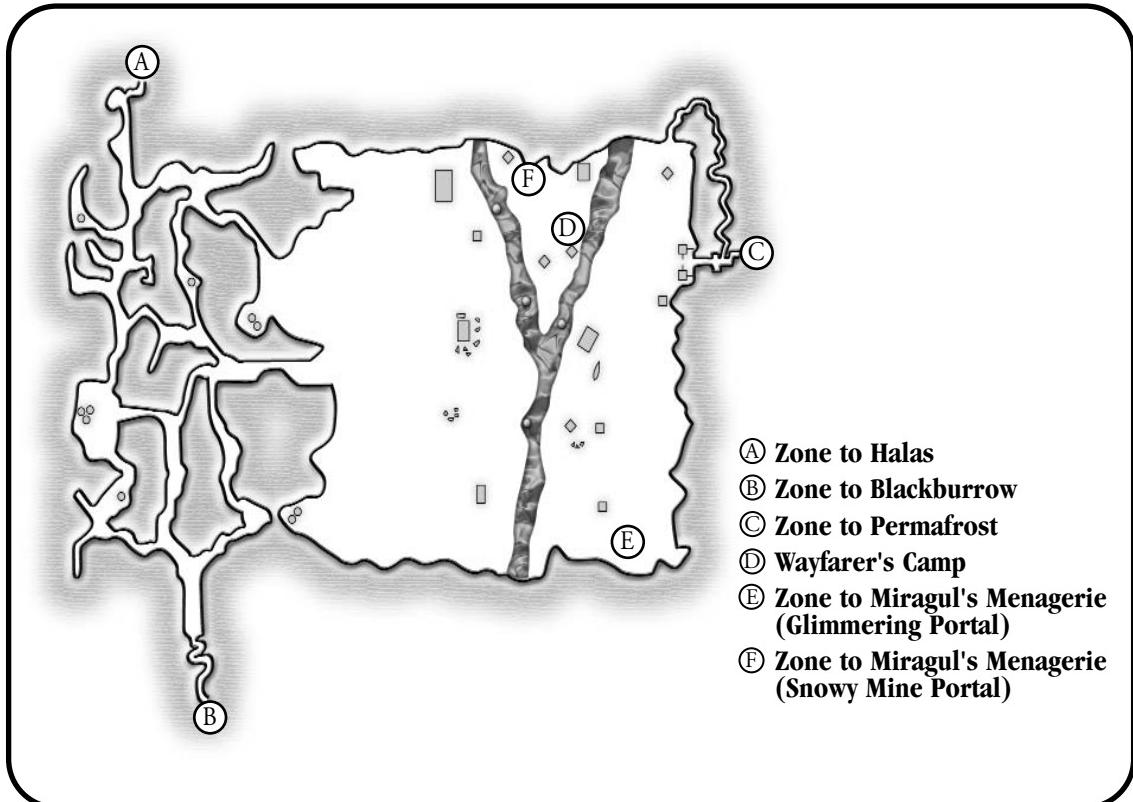


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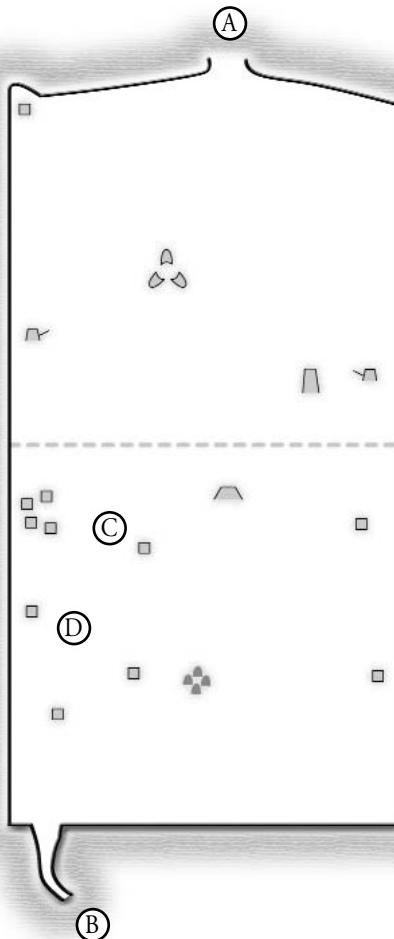
EAST COMMONLANDS (RUJARKIAN HILLS AND TAKISH HIZ)



EVERFROST PEAKS (MIRAGUL'S MENAGERIE)



SOUTHERN DESERT OF RO (DEEPEST GUK)



- Ⓐ Zone to Oasis of Marr
- Ⓑ Innothule Swamp
- Ⓒ Wayfarer's Camp
- Ⓓ Zone to Rujarkian Hills
(Grassy Knoll Portal)

Chapter 8: Exploring *Lost Dungeons of Norrath*

After you decide where to take your group, travel to one of these three locations and seek out the Wayfarers. If you are given an adventure you would prefer not to take, decline the adventure and wait a moment, then request another one.

The Wayfarer to whom you choose to speak determines the theme of the adventure and where it begins. Refer to the list below to see the Wayfarer locations.

DEEPEST GUK

Wayfarer Name	Wayfarer Zone	Approximate Wayfarer LOC
Kallei Ironaxe	Southern Desert of Ro	-1408, 1043
Ruwakka	Southern Desert of Ro	-1446, 1033

Adventure Portal	Portal Zone	Approximate Portal LOC
Tree Trunk	Innothule Swamp	1318, 1155
Barricaded Door	Upper Guk	441, 237

MIRAGUL'S MENAGERIE

Wayfarer Name	Wayfarer Zone	Approximate Wayfarer LOC
Mannis McGuyett	Everfrost Peaks	1818, -5068
Qileour Bahiael	Everfrost Peaks	1862, -5015

Adventure Portal	Portal Zone	Approximate Portal LOC
Snowy Mine	Everfrost Peaks	2715, -4688
Glimmering Portal	Everfrost peaks	-834, -5458



PRIMA'S OFFICIAL STRATEGY GUIDE

MISTMOORE'S CATACOMBS

<i>Wayfarer Name</i>	<i>Wayfarer Zone</i>	<i>Approximate Wayfarer LOC</i>
Xyzelauna Tu'Valzir	Butcherblock Mountains	-1124, -2426
Glorpruk Tigglum	Butcherblock Mountains	-1147, -2504

<i>Adventure Portal</i>	<i>Portal Zone</i>	<i>Approximate Portal LOC</i>
Dug Up Grave	Lesser Faydark	-86, 3837
Mistmoore Crypt	Lesser Faydark	-755, 3833

RUJARKIAN HILLS

<i>Wayfarer Name</i>	<i>Wayfarer Zone</i>	<i>Approximate Wayfarer LOC</i>
Periac Windfell	East Commonlands	-1639, -145
Uzmanya Zsiksta	East Commonlands	-1657, -169

<i>Adventure Portal</i>	<i>Portal Zone</i>	<i>Approximate Portal LOC</i>
Trap Door	Oasis of Marr	678, 1409
Grassy Knoll	Southern Desert of Ro	-2069, 1350
Quicksand	Northern Desert of Ro	-1014, 120

TAKISH'HIZ

<i>Wayfarer Name</i>	<i>Wayfarer Zone</i>	<i>Approximate Wayfarer LOC</i>
Escon Quickbow	Northern Desert of Ro	2703, 929
Dizzl Nulzik	Northern Desert of Ro	2684, 945

<i>Adventure Portal</i>	<i>Portal Zone</i>	<i>Approximate Portal LOC</i>
Quicksand	Oasis of Marr	940, 881

Chapter 8: Exploring *Lost Dungeons of Norrath*

When you hail a Wayfarer, a text box prompts you to right-click on him or her to request an adventure. The opening adventure box then appears. The group leader must be the person to request an adventure from a Wayfarer. First decide between a Normal and a Hard adventure. Normal is the mob level that is normal for your group's average level. Select the Hard difficulty and the mobs you encounter will be a higher level (with better loot to compensate). After selecting the difficulty level, right-click on a Wayfarer and select the "Request Adventure" box. New text appears that describes the type of adventure the Wayfarer is offering your group.



NOTE

The adventure you receive is based on the average level of the entire group. You must stay within 6–7 levels of each other for lower-level groups, and within 10 levels of each other for higher-level groups. If the group is out of balance, you will not be offered an adventure. You must have a minimum of four people in your group.

ADVENTURE GOALS

You receive one of four types of goals from the Wayfarer. Read the adventure's basics and relay them to your group. The four types of adventure goals are:

- Kill a specific NPC (e.g., "Kill Geomancy Instructor")
- Rescue a specific NPC (e.g., "Rescue Haelden Genkie")
- Retrieve a certain number of a specific item (e.g., "Collect 10 Encrusted Bones")
- Kill a certain number of a particular type of enemy (e.g., "Kill 30 Goblins")



ASSASSINATION

If your adventure is to kill a specific enemy, that's pretty self-explanatory. But don't expect the subject of your assassination to be sitting idly by the zone-in point. Finding your victim requires battling past other enemies who are intent upon keeping the NPC in question safe from harm. Having a tracker (druid or ranger) in your party will help you locate your prey. But your target may not appear on tracking until you've battled enough of his or her minions (meaning that the boss may not always spawn right away; you may have to defeat a number of enemies before the boss appears).

RESCUE ADVENTURES

Rescuing someone isn't as easy as running into a dungeon and retrieving the NPC you are sent in to save. You must battle past swarms of enemies to reach that person. Again, having a tracker (druid or ranger) helps in these quests.

RETRIEVAL

The Wayfarer tells you specifically what you need to collect. An example would be to retrieve 10 Encrusted Bones. When you enter the dungeon for a retrieval adventure, these items may be obtained from slain mobs or from chests located in the dungeon. Don't overlook anything. The object here is to kill as fast as you can. Anyone and everyone in your group can collect the items from the slain mobs or from chests. Quickly kill the mobs and loot the bodies in your effort to successfully complete your goal.

SLAY A CERTAIN ENEMY

You may be offered an adventure to slay a certain type of enemy. An example would be to kill 30 Goblins. Again, a tracker (druid or ranger) could help you in this pursuit, though you still have to battle past other enemies to reach your intended target.

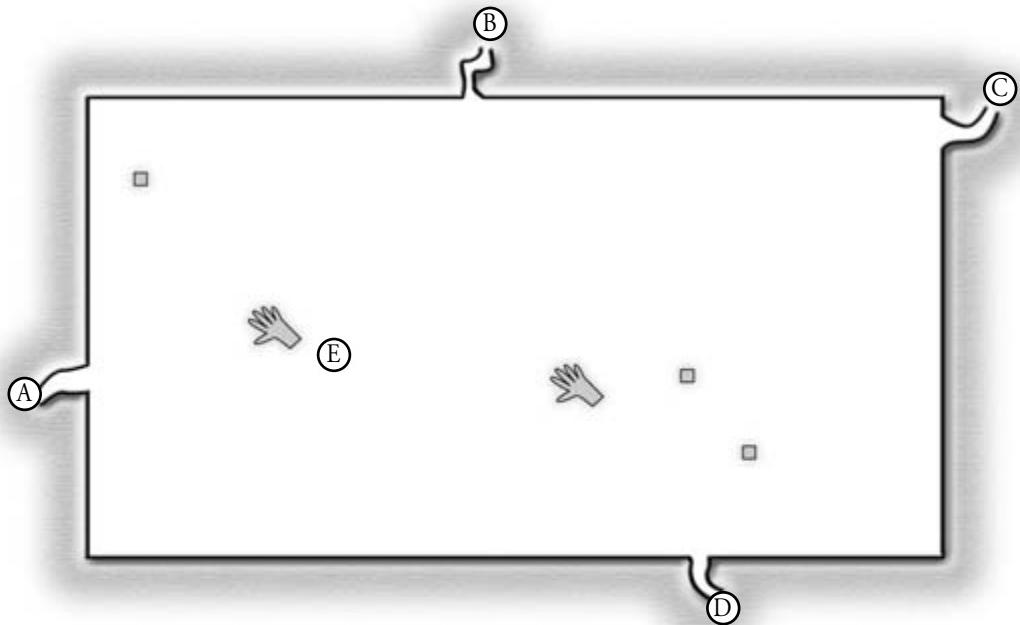
RACING TO THE DUNGEON

After your party accepts an invitation, the race is on! A timer now appears, counting down the amount of time your group has to reach and enter the dungeon. Use the maps below to quickly locate the entrances to each of these dungeons. Prepare for your adventure in advance and quickly proceed to your adventure entrance.



Chapter 8: Exploring *Lost Dungeons of Norrath*

INNOTHULE SWAMP (DEEPEST GUK ADVENTURES)



Ⓐ Zone to Southern Desert of Ro

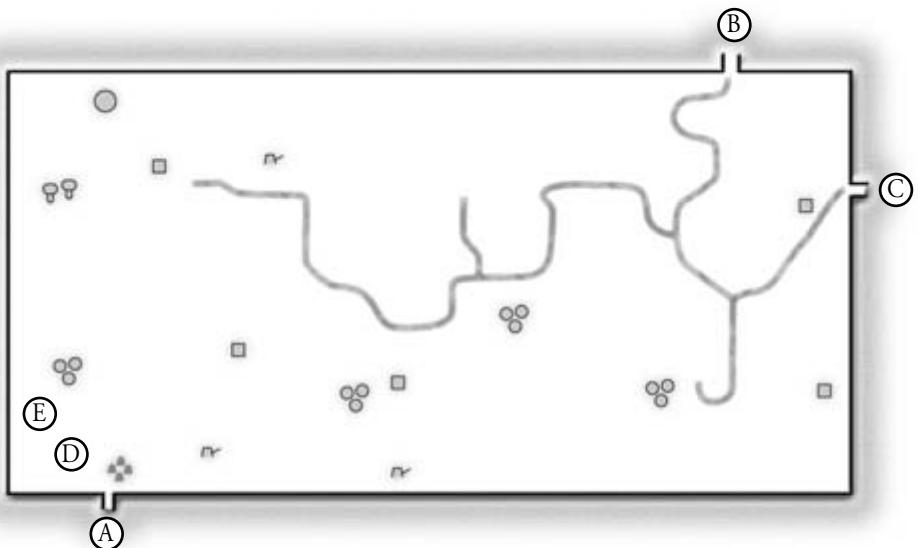
Ⓑ Zone to Upper Guk Adventure
(Barricaded Door Portal inside
Upper Guk)

Ⓒ Zone to Gukta

Ⓓ Zone to the Feerrott

Ⓔ Zone to Deepest Guk Adventure
(Dead Tree Portal)

LESSER FAYDARK (MISTMOORE'S CATACOMBS ADVENTURES)



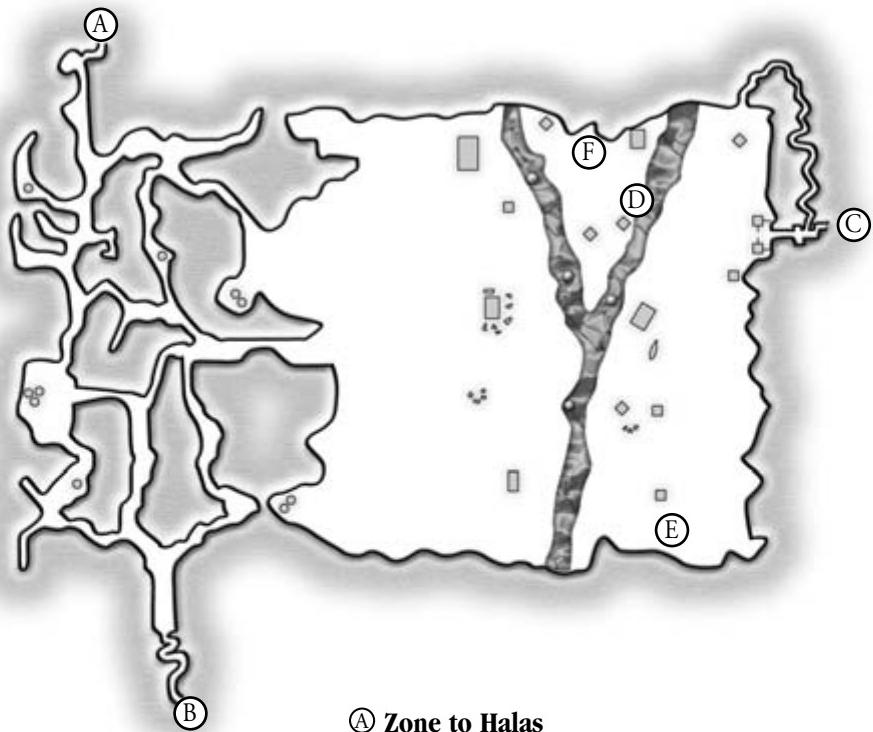
- (A) Zone to Castle Mistmoore
- (B) Zone to Greater Faydark
- (C) Zone to Steamfont Mountains

- (D) Zone to Mistmoore's Catacombs Adventure (Mistmoore Crypt Portal)
- (E) Zone to Mistmoore's Catacombs Adventure (Dug up Grave Portal)



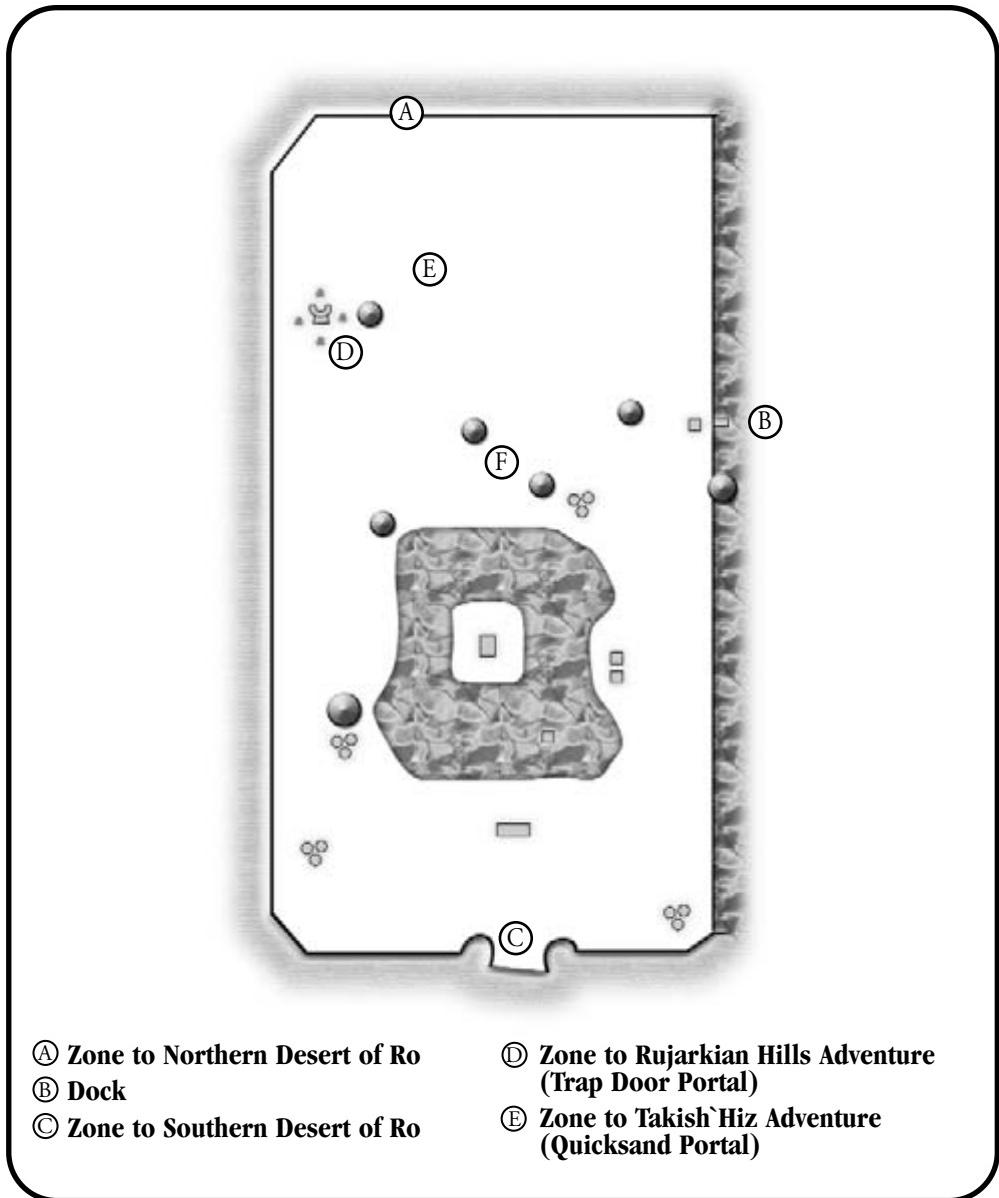
Chapter 8: Exploring *Lost Dungeons of Norrath*

EVERFROST PEAKS (MIRAGUL'S MENAGERIE ADVENTURES)



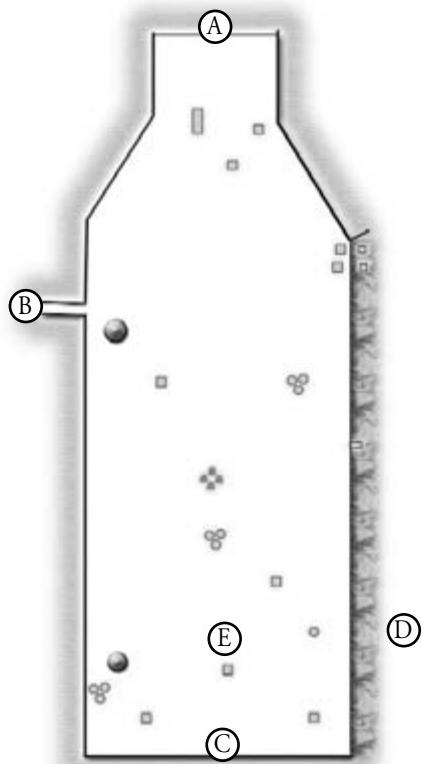
- Ⓐ Zone to Halas
- Ⓑ Zone to Blackburnow
- Ⓒ Zone to Permafrost
- Ⓓ Wayfarer's Camp
- Ⓔ Zone to Miragul's Menagerie Adventure (Glimmering Portal)
- Ⓕ Zone to Miragul's Menagerie Adventure (Snowy Mine Portal)

OASIS OF MARR (RUJARKIAN HILLS AND TAKISH`HIZ ADVENTURES)



Chapter 8: Exploring *Lost Dungeons of Norrath*

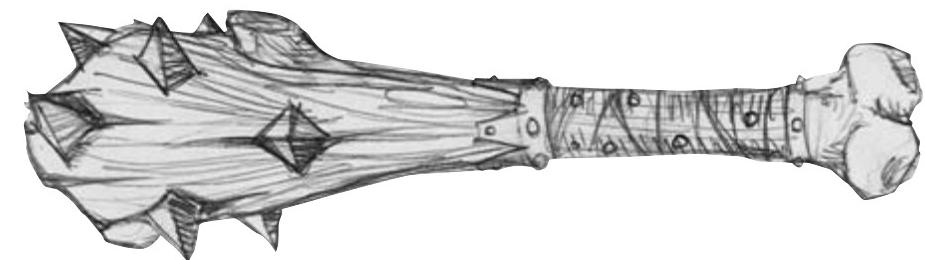
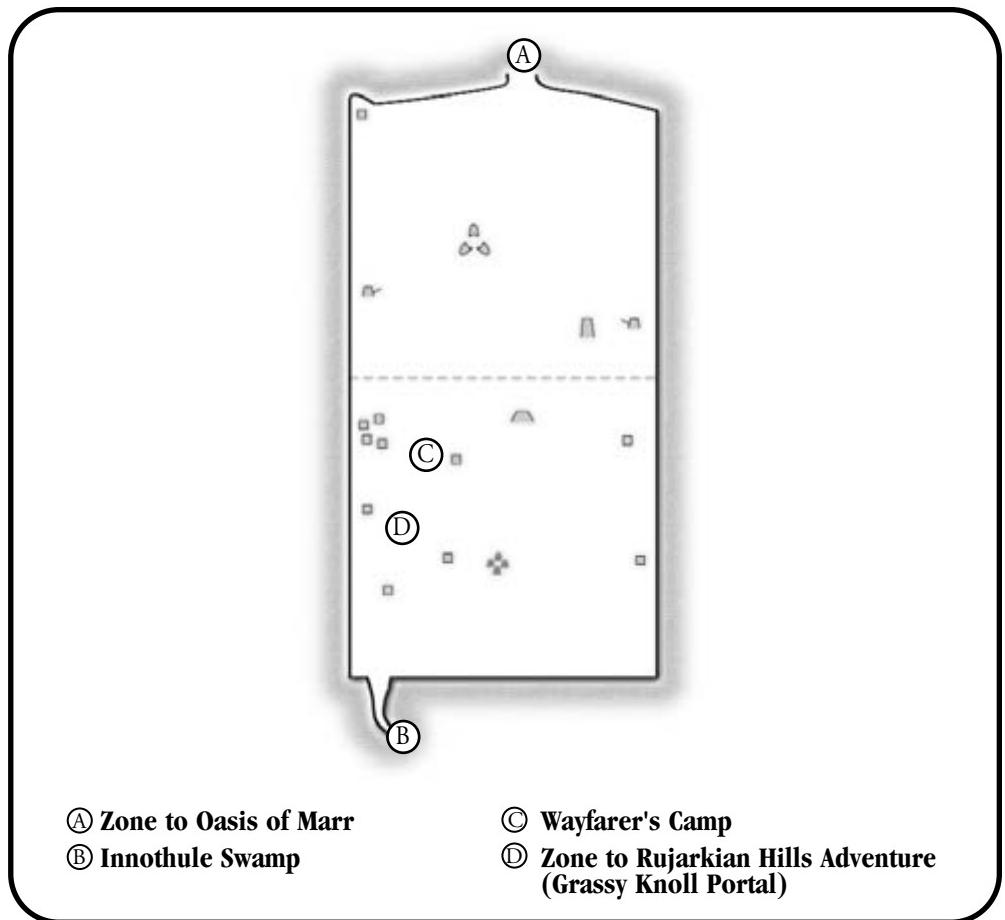
NORTHERN DESERT OF RO (RUJUARKIAN HILLS ADVENTURE)



- Ⓐ Zone to Freeport
- Ⓑ Zone to East Commonlands
- Ⓒ Zone to the Oasis of Marr

- Ⓓ Skiff to Iceclad Ocean
- Ⓔ Zone to Rujarkian Hills Adventure (Quicksand Portal)

SOUTHERN DESERT OF RO (RUJARKIAN HILLS ADVENTURE)



Chapter 8: Exploring *Lost Dungeons of Norrath*

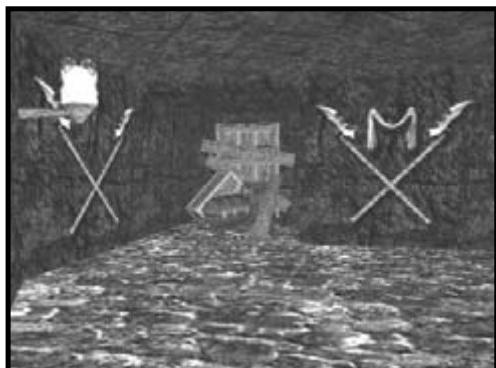
THE FIVE UNEARTHED DUNGEONS

There are five dungeon themes in *Lost Dungeons of Norrath*. The Wayfarer you selected is tied to a specific theme. Like battling the undead? Try Mistmoore's Catacombs. Want to do some payback to Orcs? If so, select the Rujarkian Hills theme. Each theme spawns different types of enemies, with different strategies applying to each. After you decide upon a theme, the game determines which dungeon you'll be directed to once your adventure is created. Get well acquainted with these themes. The more adventures you complete, the better you'll become at obtaining your goals and reaping your rewards!

DEEPEST GUK

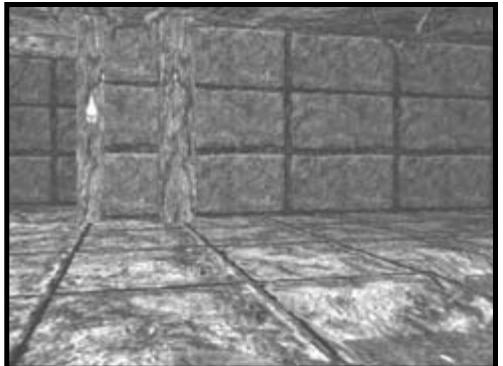
Beneath Guk and the surrounding swamplands lies the ancient undercity of the Trolls. Long thought lost, these ruins now shelter a variety of unspeakable horrors. Yet, this foul sprawl of mud and stone contains an even darker secret. A cabal of Frogloks, named the Witnesses of Hate, were converted to the service of Innoruuk by the magic of an evil cauldron. They seek only to build their strength and strike back at the newly blessed Frogloks that have taken the swamps above.

This grotesque nest has been feeding for generations, waiting undisturbed beneath the murky swamp. Nothing can escape this labyrinth. No longer content to dine on the occasional exiled Froglok, the loathsome creatures within this den are developing quite an appetite for adventurers. Will you be their next meal?



WHAT TO EXPECT IN DEEPEST GUK

Reminded of many hours spent in the wet, slime-covered walls of Guk, many adventurers will feel at home inside the dungeons of Deepest Guk. The darkness of these dungeons make it hard to see the dangers hiding in corners and nearby halls. Use spells to strengthen the sight of your puller so accidental adds can be avoided. Several areas may have wooden bridges crossing shallow bands of water. Scout the area fully, for mobs may be lurking underneath these wooden planks as well as on top. Tight, narrow halls connect to larger rooms. Use caution as you round these bends.



Frogloks call these dungeons home and both magic and melee types of Frogloks are raring to quickly end your adventure. Watch out for dead-end areas. You'll encounter lots of magic-casting in these dungeons, so protect your group with magic resistance spells whenever possible.

SAMPLE BESTIARY

Below are some of the creatures you may encounter in the Deepest Guk dungeons:

Arachnid

These eight-legged freaks are pure melee, inflicting a fair amount of damage.

Arachnid class: warrior



Froglok Ghost

This mob comes in both melee and magic-casting varieties, including clerics and shamans.

Froglok ghost classes: cleric, shadowknight, shaman, warrior, and wizard.



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Froglok Ghoul

These are the undead variety of the Froglok clan. Use whatever abilities your group has against these melee and magic-casting creatures.

Froglok ghoul classes: necromancer, rogue, shadowknight, shaman, warrior, and wizard



Froglok Skeleton

Primarily melee, the Froglok skeleton has a variety of magic-casting as well.

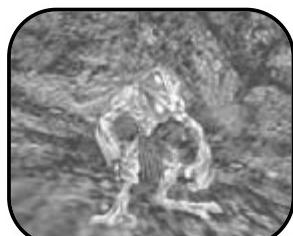
Froglok skeleton classes: necromancer, rogue, shadowknight, and warrior.



Guktan Ghoul

Magic-casting and melee are included in the Guktan ghoul group.

Guktan ghoul classes: cleric, necromancer, shaman, warrior, and wizard.



Insect

Armed and ready for battle, these insects scurry about these dungeons at an alarming speed. Slow down their progress and grind them into the ground.

Insect class: warrior.



Oculus

One of the nastiest creatures in Deepest Guk, the oculus causes a fair share of damage, including being able to mesmerize your group's members. Keep these creatures on a solo basis or you may find yourself standing and watching other creatures wipe out your entire party.

Oculus classes: enchanter and warrior.



Ooze

A pure melee class, the ooze isn't as powerful as other melee types in these dungeons, but don't underestimate it. Its shape belies its strength.

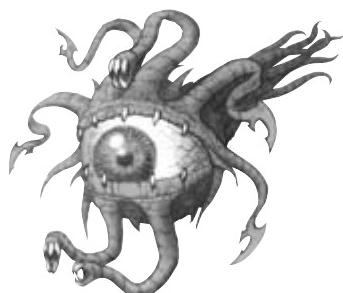
Ooze class: warrior.



MIRAGUL'S MENAGERIE

Built of ice and infused with magic, this lair and laboratory of Miragul still stands beneath the ice of Everfrost. Now filled with stray wildlife, including Goblins, creations gone awry, and planar invaders, this icy ruin is indeed a menagerie of mystical dangers from all over Norrath and beyond. A sentient magical presence, fragments of Miragul's powers, works to control the icy halls and corridors, preying on any that stumble into its frigid lair.

As Miragul's cursed form walks on the frigid ground above, his menagerie of artifacts and arcane knowledge secretly await his return. Created through the use of magic, this lair now seeks power of its own. Do you have strength to harness power that waits beneath the ice ... or will you become another specimen in Miragul's collection?



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WHAT TO EXPECT IN MIRAGUL'S MENAGERIE

One can't help but feel they're seeing the lights of Aurora Borealis when entering Miragul's Menagerie. The hue is calming, but it reduces one's vision slightly. Everything has a soft appearance, almost as if shrouded in a pink fog. Don't let the calming atmosphere of these dungeons lull you. There are dangers throughout these large areas.

Creatures large and small lie in wait in these book-lined rooms, hoping for an opportunity to forever keep any would-be adventurers with them. Have one of your party members keep an Eye of Zomm active. Sending an eye through any dungeon ahead of the adventure group will prepare your party for what lies ahead. Though there are exceptions, Miragul's Menagerie is teeming with magic casting mobs. Max out the buffs on your tanks and keep your cleric ready with plenty of mana to deal with the creatures you are about to meet.



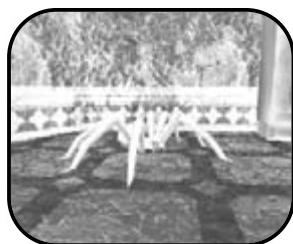
SAMPLE BESTIARY

Below are some of the creatures you may encounter in the Miragul's Menagerie dungeons.

Arachnid

The spiders in these dungeons are pure melee. Too bad a giant boot isn't a weapon. It would come in handy here.

Arachnid class: warrior.



Bone Golem

Having problems killing these creatures? Look for a cleric bone golem nearby intent on keeping your target alive. Seek out the clerics and stop them from their appointed tasks.

Bone golem classes: cleric and warrior.



Cougar

No magic-casting cats in this dungeon—there are melee types only. Deal with them accordingly.

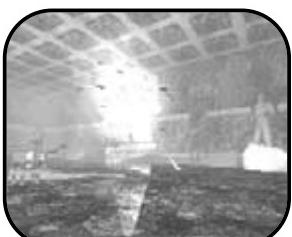
Cougar class: warrior.



Dervish

Another melee type is the dervish. The dervish has a powerful hit and can quickly deplete the HP of the mightiest of tank. Keep the buffs flowing.

Dervish class: warrior.



Fiend

Fiends are melee in these dungeons. Gang up on these creatures to quickly destroy them.

Fiend classes: shadowknight and warrior.



Holgresh

Pure magic-casters, the holgresh have magicians and wizards as well as enchanters in their groups. Drain their mana as quickly as you can, keeping others of their kind mezzed to prevent them from casting magic against your group.

Holgresh classes: enchanter, magician, and wizard.



Ice Goblin

The ice goblins appear as both magic casters and melees. Have an enchanter cast mana drain spells to stop the magic from flowing from the magic-casters.

Ice goblin class: cleric, rogue, shaman, warrior, and wizard.



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Ice Golem

Melee and magic make up the ice golem group. They inflict a respectable amount of damage and also cripple your group with magic.

Ice golem classes: cleric, shaman, warrior, and wizard.



Leopard

Like the cougar, the leopard is a melee type. Use the skins to make a fashionable coat.

Leopard class: warrior.



Manticore

This winged creature has a powerful hit that causes impressive damage. Luckily, there are no magic-casting manticores in these dungeons, so give the enchanter a break on this one and have a shaman slow their powerful swings.

Manticore class: warrior.



Mouth of Insanity

Mouth of insanity is a scary-looking creature, boasting both melee and magic-casting types in its brood. There are clerics in this mob, so take them out first or keep them mezzed to stop them from healing.

Mouth of insanity classes: cleric, necromancer, and warrior.



Ooze

Though it looks gooey and helpless, the ooze is a pure melee class, causing significant damage.

Ooze class: warrior.



Polar Bear

Their hits are as formidable as their looks. The polar bear can inflict severe damage on a group. Slow these mobs quickly to ease the pain.

Polar bear class: warrior.



Skeleton

A dungeon wouldn't be complete without a skeleton or two to destroy. These skeletons are pure melee—no magic casters in this group.

Skeleton classes: warrior.



Tormentor

With shadowknights and warriors as their class, these creatures are nasty melee types, keeping your clerics busy at all times. Keep the buffs up and single out these creatures whenever possible.

Tormentor classes: shadowknight and warrior.



Wolf

Another pure melee, wolves seem like a refreshing change of pace after some of the magic-casting creatures that inhabit these dungeon halls.

Wolf class: warrior.



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MISTMOORE'S CATACOMBS

Deep beneath Faydwer, this labyrinth of catacombs crawls with the misbegotten progeny of Mayong Mistmoore, dread vampire lord of Norrath. Miles of catacombs, tombs and rough caverns teem with undead monsters of every kind. United by the common curse of being neither living nor dead, they feed off the flesh and blood of any brave enough, or foolish enough, to trespass their dark halls.

Shielded from the daylight, unseen and unstoppable, the children of twilight lie in wait. Vampires and other horrors move beneath the unsuspecting citizens of Faydwer, with Castle Mistmoore as its undying heart. Will you be able to destroy this evil before twilight's arrival?



WHAT TO EXPECT IN MISTMOORE'S CATACOMBS

When you enter a Mistmoore's Catacombs dungeon, you'll feel as if you were transported back into time. The look and feel of one of these dungeons may remind you of a Gothic mansion. With an eerie feeling of death, you move room to room, battling past the undead minions invading these halls. Distorted light prevents you from seeing too far ahead.

Have undead spells memorized before starting your adventure in the Mistmoore's Catacombs. Depending upon your group's average level, the halls of these dungeons are teeming with undead creatures. Paladins, clerics, and necromancers do well in this environment with their natural affinity against the undead. Many of the mobs you'll encounter have a damage shield on them. Have any cancel or dispel magic spells at the ready to strip this buff off of the mobs, reducing the damage taken by your tanks. The Coffin's Curse spell may affect your entire party, preventing it from moving. Clerics should always have Remove Curse ready to cast on affected party members.



SAMPLE BESTIARY

Below are some of the creatures you may encounter in the Mistmoore's Catacomb dungeons.

Arachnid

What crypt could be complete without having a few spiders inhabiting its halls? You'll encounter both bashing types and magic casters. Have your team buffed for both.

Arachnid classes: enchanter and warrior.



Dervish

These hard-hitting creatures can inflict substantial damage with their fists as well as their magical abilities.

Dervish classes: necromancer and warrior.



Gargoyle

In addition to dealing with the massive damage these creatures can inflict, there are healing types of gargoyles that keep their brethren in the battle longer. Take out the healers as soon as you can.

Gargoyle classes: cleric, rogue, and warrior.



Giant Bat

Though capable of inflicting impressive damage, these winged creatures aren't magic casters. Pound away until they're flattened.

Giant bat class: warrior.



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Mummy

A pure melee creature, mummies cause a surprising amount of damage that belies their frail look. Toughen up your front line.

Mummy classes: necromancer, rogue, shadowknight, and warrior.



Pusling

Don't underestimate these mobs. Although they may look frail, puslings can inflict substantial damage.

Pusling classes: necromancer, shadowknight, and warrior.



Shadow

Though they're difficult to see, you won't miss the damage the shadows can inflict. These aberrations include impressive damage-dealing types as well as magic-casting varieties. Enchanters should keep a watchful eye when these mobs are pulled; there could be two, though they may be hard to see.

Shadow classes: necromancer, rogue, shadowknight, and warrior.



Skeleton

A pure melee mob, the skeletons are damage-dealing enemies. Beat them into dust.

Skeleton class: warrior.



Vampires

You may encounter three types of vampires in a Mistmoore's Catacombs dungeon: lesser, elite, and master. There are melee types of vampires as well as magic casters, including healers. Max out your group's health and mana before engaging these creatures. Each is formidable in their own right.

Vampire classes: (lesser) cleric, druid, necromancer, shaman, rogue, and warrior; (elite) cleric, enchanter, magician, necromancer, rogue, shadowknight, warrior, and wizard; (master) enchanter, magician, necromancer, rogue, shadowknight, warrior, and wizard.



Werewolf

Werewolves will give you a run for your money. With both melee and magic-casting types, including healers, these creatures are a difficult mob to deal with. Try to attack these solo andmez any adds that may aggro your group.

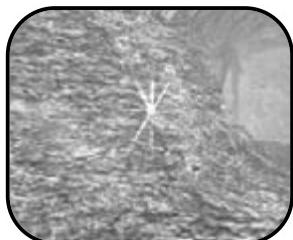
Werewolf classes: necromancer, rogue, shadowknight, shaman, and warrior.



Will-o-Wisp

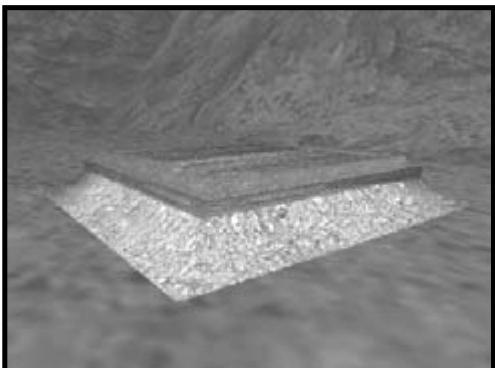
Despite their willowy shape, the will-o-wisps can cause problems for any group. Will-o-wisps have both melee and magic-casting types, including healers.

Will-o-wisp classes: necromancer, shadowknight, and warrior.



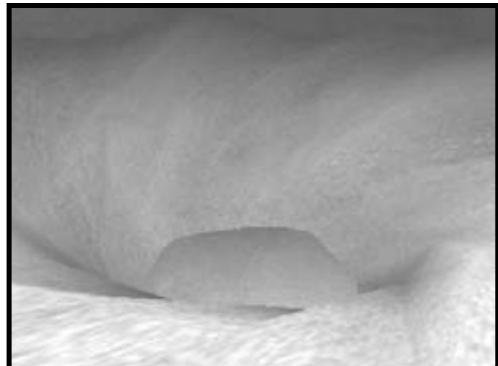
RUJARKIAN HILLS

Beyond the spires of red stone that border the Desert of Ro, a race of superior Orc has made a secret home. Blessed with intelligence and organization beyond any other Orcish horde, they plan and raid from a network of secret holds high in the mountains, trading weapons and ore for slaves from every corner of Antonica. Now their lair has been uncovered and these ferocious foes feel no aversion to war.



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Said to be the direct decedents of Rallos Zek's first creations, these savage creatures are more cunning than any Orc you may have encountered. These same tales tell of a hidden fortress, teeming with the constant toil of slave labor. It's said that on still evenings near those hills, you can hear the sounds of mining and the rhythmic cadence of Orcish drums. Conqueror or slave laborer—which fate awaits you?



WHAT TO EXPECT IN RUJARKIAN HILLS

Stone walls and stacked crates make up the physical appearance of Rujarkian Hills. The color of the walls and floor may make traveling through these dungeons difficult, and it's easy to lose one's way. Use caution when nearing the boulders; mobs may lie in wait behind them. Warriors abound in the Rujarkian Hills dungeon. Keep your front line buffed to help keep them in the fight. Watch out for wandering mobs that may stumble onto your group's location.



SAMPLE BESTIARY

Below are some of the creatures you may encounter in the Rujarkian Hills dungeons.

Bear

As powerful as it is large, the bear is a melee class with powerful attacks.

Bear class: warrior.



Boar

Another damage dealer, the boar is a powerful melee type.

Boar class: warrior.



Mud Goblin

Enter the magic-casters. The mud goblins are mainly magic users but also include a warrior for melee. Keep the Mana Sieve flowing to cripple these creatures.

Mud goblin classes: cleric, shaman, warrior, and wizard.



Rujarkian Orc

Rujarkian Orcs come in both types—magic and melee. Healers are included in this Orc group. These powerful creatures will keep your group hopping.

Rujarkian Orc classes: cleric, rogue, shaman, and warrior.



Wolf

The last of the melee, the wolf should be slowed to keep its attacks at a minimum.

Wolf class: warrior.

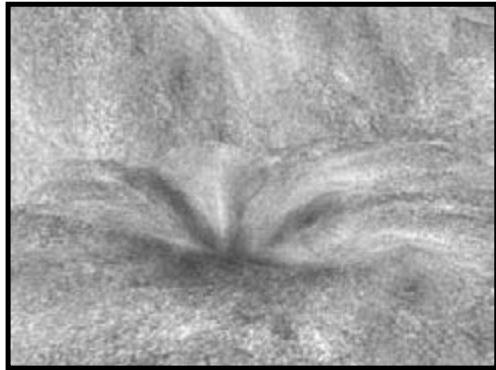


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TAKISH`HIZ

A piece of the legendary ancient homeland of all of Antonica's Elves is buried beneath the sands of the Desert of Ro. In it, a race of geomancers has struggled through the millennia to rebuild the doomed city, turning the sands that seek to smother them into buildings and new bodies. With tireless dedication, they protect the sanctity of their city, striking at any intruder no matter how innocent or noble the motivation.

In an earlier age, endless aisles of marble stood in the great Eldarr Forest. Now all that remains is a lifeless sea of sand and stone. Beneath these sun-scorched reminders rests a piece of time forgotten even by the god that set the condemning sands in motion. No longer living, yet unable to forget, something vengeful is moving beneath the Desert of Ro. If you venture into this realm of cursed memories, will you survive to tell their story?



WHAT TO EXPECT IN TAKISH`HIZ

Sand-colored blocks for walls and sand piles in the corners make up the look of the Takish`Hiz dungeons. Ignore the sudden appearances of a band of snakes popping out of the ground. They're not mobs you can kill, they're poisonous traps designed to keep intruders at bay. Takish`Hiz is all about traps. Walking near a door or anywhere in a room could trigger one at any time.

Use the dungeon's larger rooms as pull-to spots, pulling from the twisting halls to avoid pile-ups in a tight area. The majority of creatures in these dungeons are melee types, but don't be surprised if several casting mobs suddenly confront you. Try to have a monk in your party to pull from the halls into a pull-to spot to prevent multiple mobs.



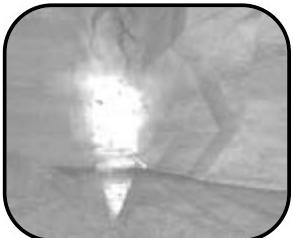
SAMPLE BESTIARY

Below are examples of just some of the creatures you may encounter in the Takish`Hiz dungeons.

Dervish

The dervish are a powerful melee type of creature, inflicting a fair amount of damage depending upon their levels.

Dervish class: warrior.



Earth Elemental

These are no pets. If you're a magician, you've had these creatures under your own control. This time, you'll battle against them. You know they're powerful and capable of inflicting substantial damage. Prepare for them accordingly.

Earth elemental class: warrior.



Geonid

These geometric-shaped warriors are a strong melee type. You can typically mez them if you're unable to split on the pulls.

Geonid class: warrior.



Golem (Sand and Earth)

Another formidable melee is the golem. A strong warrior, these creatures inflict substantial damage.

Golem class: warrior.



Insect

Don't underestimate these pint-sized warriors. They can be surprisingly strong and resistant to casts.

Insect class: warrior.



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Sand Elf

Here's the magic-caster of these dungeons. The Sand Elf has a wide variety of both melee and magic-casting types in its group, including enchanters and healers. Protect your group against magic.

Sand Elf classes: cleric, druid, enchanter, rogue, warrior, and wizard.



Stone Frog

A melee class, the stone frog can deal an impressive amount of damage for a creature its size.

Stone frog class: warrior.



Stonegrabber

These powerful creatures are pure warrior types, causing significant damage. Slow and weaken these creatures whenever you can.

Stonegrabber class: warrior.



Treant

No worries about faction when killing these monsters. These giant-sized mobs are powerful hitters, inflicting a great amount of damage.

Treant classes: druid and warrior.



WHAT TO DO IN A DUNGEON

TICK TOCK

Keep your group on the move at all times. From the second you receive your adventure till the completion, it's move, move, move. The countdown timer you see in your adventure window tells you how long you have to enter the dungeon. Standing outside the zone-in spot doesn't count. Your entire group must be inside of the dungeon for the countdown to stop. The length of time you have to reach your zone-in spot is determined by the distance you must travel and obstacles that may be in your path.

As soon as the first person of your group has zoned into the dungeon, the actual adventure timer starts counting down. Regardless of the difficulty you selected, the average length of time you have to complete your adventure will be about one hour (adventures range from 60 minutes to an hour and half). Long med breaks are a luxury you just cannot afford.

KILL FAST, KILL HARD

To complete your task within the allotted time, you must slay the mobs and clear the dungeon. This is not the time to work on your 2H Bash because you want to get your levels up. Use your best weapons, spells, and skills to slay the creatures quickly.

KEEP MOVING

The idea is to reach your objective. Pulling mobs from a long distance back to a safe room is fine for normal camps, but not for these dungeons. Pullers should be no more than one room away from the rest of the group.

Keep your group tight and move up to the puller quickly to keep things moving. Don't waste too much time when splitting mobs.

Enchanters can be valuable in these dungeons, because the speed at which they can mez adds, keeping the party alive and mobs at bay until the group is ready to slay them.



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DON'T OVERLOOK THE OBVIOUS

Sometimes your goal is to collect certain items. In some dungeons, you see crates, chests, coffins, or even barrels. Open these items—one may contain the item you are seeking. In your flurry to reach your goal, don't overlook these obvious avenues of opportunity.

TRAPS

Where there's treasure, there are traps. While examining chests and crates for the items you're seeking, beware of traps that can be sprung as well. Some of these traps can coat your party in deadly poisons, capable of wiping out an entire party in seconds! Use caution when opening these would-be treasures and keep the majority of your party out of the line of fire before opening anything.

EVERYBODY LOOT!

Don't worry about the items that fall off of mobs. Keep your puller pulling and your tanks smashing, and let whoever wants to loot, loot! The object of completing a retrieval adventure is to collect a certain number of items. It doesn't matter who in your group collects them as long as you acquire the number needed. Loot up! Remember that there are greater rewards to be had for those that successfully complete an adventure.

WHERE DO WE STAND?

In the flurry of battle, it's easy to lose track of your goal. To check on the time remaining or the progress of quests involving retrieval of a certain item, press **Shift + V** to bring up the adventure box. The remaining time is shown as well as the current status of your goal. If your goal is to collect eight vampire fangs, it will note how many of the eight you have collected thus far. Don't obsess over the timer. Stay focused and try to accomplish your goal.

DEAD IS DEAD

In *Lost Dungeons of Norrath*, when a mob has been killed, it stays dead. No repopping! That's great for knowing your back is secure, but because your focus is constantly moving forward, you don't have time to rest in a safe room. As we've mentioned several times—keep moving!

PINPOINT ADVENTURES

When your adventure is to rescue a certain NPC or assassinate a particular enemy or NPC, have a tracker in your group. This helps you locate your target. Keep in mind, these dungeons have twisting passageways, making tracking difficult for even the most polished tracker. In some cases, a skilled rogue can also search for the target while the rest of the party advances.

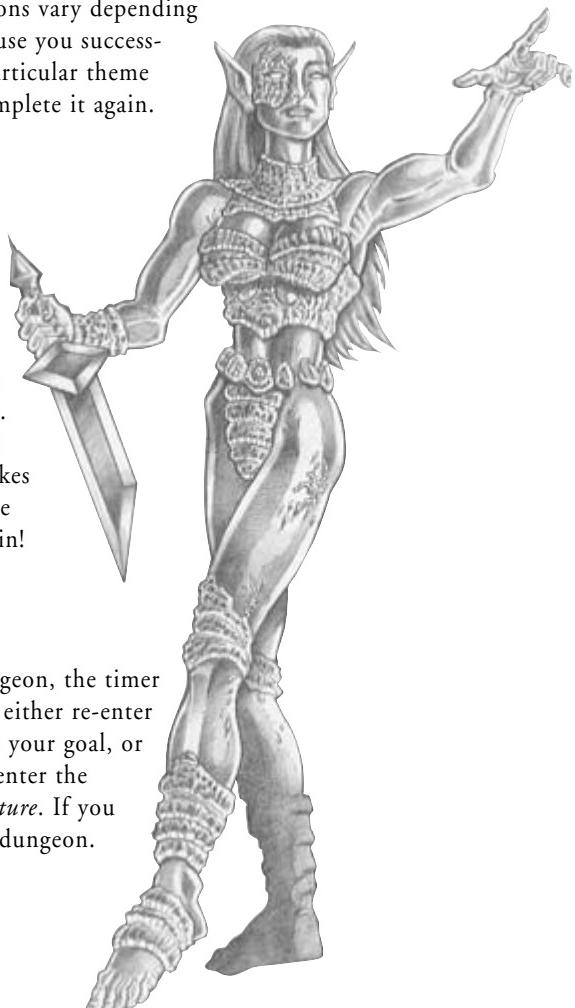
KEEP YOUR GOAL IN MIND

Remember at all times what your goal is. Don't waste time checking out the area you've cleared or bickering about the items people collect off of slain mobs. The rewards for successful completion far outweigh anything you may grab while in the dungeons. Stay focused on your goal and everybody wins!

FAILURE

You will fail some adventures. Dungeons vary depending on their shape and content. Just because you successfully complete an adventure in any particular theme doesn't mean you can successfully complete it again. There are countless variations and you'll probably never become an expert at any one theme.

If your time runs out, your group is automatically teleported out of the dungeon. You can become better at the types of groups you create depending upon the theme, but don't let failure of a dungeon get you down. This is a whole different environment than what you're accustomed to. It takes time to get used to the fast pace of the dungeons. You'll get there. Just hang in!



WIPE OUT

If your group is wiped out in the dungeon, the timer continues to count down. You all can either re-enter the dungeon and attempt to complete your goal, or end the adventure. If you want to re-enter the dungeon, *do not discontinue the adventure*. If you do, you won't be able to re-enter the dungeon.

Chapter 8: Exploring *Lost Dungeons of Norrath*

If you quit the adventure, bring up the adventure box and end the adventure. Each group member must perform this function to end the adventure. If all members of the adventure group end the adventure, your bodies reappear over the dungeon entrance in approximately five minutes. If you do not wish to re-enter the dungeon and someone forgets to end the adventure, your bodies do not appear until approximately five minutes after the original end time of the adventure. Be certain all group members end the adventure if you do not wish to re-enter the dungeon. Once your bodies appear, collect your belongings and head back to the Wayfarer of your choosing. Grab another adventure and try again!

SUCCESS!

After you successfully complete your adventure, leave the dungeon. If you have a porter, by all means port out. Otherwise, return to the entry point and check for a door through which to exit. If you like, the party can stay in the dungeon and continue to battle or recover and everyone gets ported out automatically when the timer runs out. Return to the Wayfarer you spoke to and receive your rewards.

WAYFARER REWARDS

If you successfully complete an adventure, all group members are rewarded with adventure points. The number of adventure points each group member receives is based on the difficulty of the adventure and the level of the players in your group.

Adventure points are points that you can spend on items with the Wayfarer Merchant. Once these adventure points are spent, they are used up forever on the item you bought. You can limit the items available for purchase with your reward points to only those items you can afford with the adventure points you have been rewarded thus far, or look at all of the items each Wayfarer has for sale. You can purchase items from any Wayfarer Merchant.

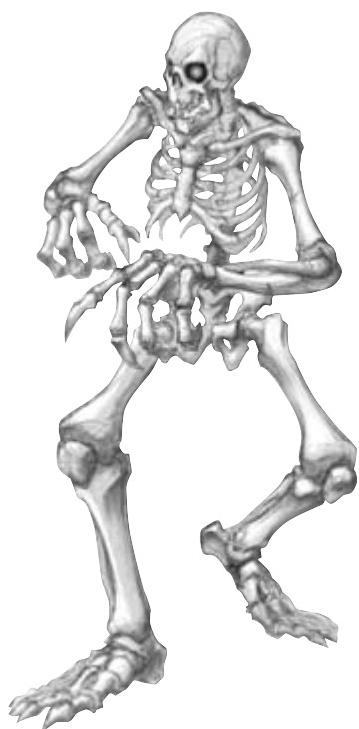


COMPLETION POINTS

The more adventures you complete successfully, the better the items that are available to you from the Wayfarer Merchants. Some items may never be visible for purchase unless, for example, you have succeeded 50 times in Deepest Guk.

RAIDING PARTIES

Large groups of adventure lovers are not overlooked. Raiding parties of up to 36 people can accept adventures. The difficulty of the adventure is selected based on the average level of all members of the raiding party. Adventure points will be awarded as mentioned above. Raids are limited in number. You'll have several to choose from; however, you need to wait several days before you can try another raid adventure.



APPENDIX A: TRADESKILL RECIPES

TRADESKILLS

For those who like to gather bolts of fine silk and create extravagant robes with needle and thread, or for those who enjoy the heat of a forge or who love the smell of fresh bread, *EverQuest* provides a wide variety of tradeskills that allow players to create items of all types. Many new recipes have been added with the release of *The Legacy of Ykesha*. We have documented them for you here.

NOTE

When working tradeskills, do not stack any items when combining them. Also, when a recipe calls for a Water Flask, use flasks purchased from a merchant, not summoned or foraged water.

ALCHEMY

Texts of Nadox, High Shaman of the Brokenskulls

During the recovery and rise of Clan Broken Skull, Nadox turned his eye from his people to his god. Nadox began to commune with Innoruuk, using his hatred for the land-bound Trolls to focus his spirit toward the Prince of Hate, he began using captives from the marauders at sea to build temples to Innoruuk. As his spirit grew closer to Innoruuk, the practices of his faith began to change, become more savage and primal. Cruel and torturous ceremonies were held to sacrifice captured bodies for Innoruuk.

Alchemy Journal of Spiritseeker Nadox

Since our occupation of this island seems to be more permanent than we had hoped, I have spent my extra time working on my trade and praying to our father Innoruuk. He blesses me with wisdom that surely surpasses any other of my kind. With this wisdom I have made many concoctions that shall help our arms to one day rise again.

While in deep meditation, a communion with Innoruuk took place in my mind. He sent me visions of potions that would grant the user the ability to weave magic spells with great efficiency. With them they will grant us the power to one day reclaim the Stone.

I have created a potion for each of the six basic elements of magic: Fire, Ice, Magic, Disease, Poison, and Beneficial. For each element I have included a range of four potions. In this way, initiate shaman will not have to waste away the rare ingredients needed to hold together the advanced potions. Each combination is similar to the next, with one herb representing the base element being the defining portion to the potion. For each potion use the following as a baseline.

Initiates: Sumbul and Aloe

Neophytes: Elderberry and Aloe

Acolyte: Figwort and Briar Thistle

Seeker: Agrimony, Dhea, Clover, and Briar Thistle

Then to each potion add the following to focus the potion onto its element:

Fire: Lucerne

Ice: Benzoin

Magic: Mandrake Root

Poison: Nightshade

Disease: Bithwart

Beneficial: Sage Leaf

Focus Potions

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Heat Awareness I	45	Aloe, Lucerne, and Sumbul	5% Mana Preservation for Heat spells 20th level and below
Heat Awareness II	110–125	Aloe, Elderberry, and Lucerne	5% Mana Preservation for Heat spells 44th level and below
Heat Awareness III	190–205	Briar Thistle, Figwort, and Lucerne	5% Mana Preservation for Heat spells 60th level and below
Heat Awareness IV	215–230	Agrimony, Briar Thistle, Clover, Dhea, and Lucerne	5% Mana Preservation for Heat spells 65th level and below
Cold Awareness I	45	Aloe, Benzoin, and Sumbul	5% Mana Preservation for Cold spells 20th level and below

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect
Cold Awareness II	110–125	Aloe, Benzoin, and Elderberry	5% Mana Preservation for Cold spells 44th level and below
Cold Awareness III	190–205	Benzoin, Briar Thistle, and Figwort	5% Mana Preservation for Cold spells 60th level and below
Cold Awareness IV	215–230	Agrimony, Benzoin, Clover, and Dhea	5% Mana Preservation for Cold spells 65th level and below
Magic Awareness I	45	Aloe, Mandrake Root, and Sumbul	5% Mana Preservation for Magic spells 20th level and below
Magic Awareness II	110–125	Aloe, Elderberry, and Mandrake Root	5% Mana Preservation for Magic spells 44th level and below
Magic Awareness III	190–205	Briar Thistle, Figwort, and Mandrake Root	5% Mana Preservation for Magic spells 60th level and below
Magic Awareness IV	215–230	Agrimony, Briar Thistle, Clover, Dhea, and Mandrake Root	5% Mana Preservation for Magic spells 65th level and below
Poison Awareness I	45	Aloe, Nightshade, and Sumbul	5% Mana Preservation for Poison spells 20th level and below
Poison Awareness II	110–125	Aloe, Elderberry, and Nightshade	5% Mana Preservation for Poison spells 44th level and below
Poison Awareness III	190–205	Briar Thistle, Figwort, and Nightshade	5% Mana Preservation for Poison spells 60th level and below
Poison Awareness IV	227	Agrimony, Briar Thistle, Clover, Dhea, and Nightshade	5% Mana Preservation for Poison spells 65th level and below
Disease Awareness I	45	Aloe, Bithwart, and Sumbul	5% Mana Preservation for Disease spells 20th level and below
Disease Awareness II	110–125	Aloe, Bithwart, and Elderberry	5% Mana Preservation for Disease spells 44th level and below
Disease Awareness III	190–205	Bithwart, Briar Thistle, and Figwort	5% Mana Preservation for Disease spells 60th level and below

FOCUS POTIONS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Disease Awareness IV	215–230	Agrimony, Birthwort, Briar Thistle, Clover, and Dhea	5% Mana Preservation for Disease spells 65th level and below
Benefit Awareness I	45	Aloe, Sage Leaf, and Sumbul	5% Mana Preservation for Beneficial spells 20th level and below
Benefit Awareness II	110–125	Aloe, Elderberry, and Sage Leaf	5% Mana Preservation for Beneficial spells 44th level and below
Benefit Awareness III	190–205	Briar Thistle, Figwort, and Sage Leaf	5% Mana Preservation for Beneficial spells 60th level and below
Benefit Awareness IV	215–230	Agrimony, Briar Thistle, Clover, Dhea, and Sage Leaf	5% Mana Preservation for Beneficial spells 65th level and below

NOTE

These focus effects stack with focus effects on items.

OTHER ALCHEMY RECIPES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Essence of Barbarian	160–175	Barbarian Meat and Wormwood	Illusion: Barbarian
Essence of Dark Elf	160–175	Dark Elf Meat and Wormwood	Illusion: Dark Elf
Essence of Dwarf	160–175	Dwarf Meat and Wormwood	Illusion: Dwarf
Essence of Erudite	160–175	Erudite Meat and Wormwood	Illusion: Erudite

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect
Essence of Gnome	160–175	Gnome Meat and Wormwood	Illusion: Gnome
Essence of Halfling	160–175	Halfling Parts and Wormwood	Illusion: Halfling
Essence of Half Elf	160–175	Half Elf Meat and Wormwood	Illusion: Half Elf
Essence of High Elf	160–175	High Elf Parts and Wormwood	Illusion: High Elf
Essence of Human	160–175	Human Parts and Wormwood	Illusion: Human
Essence of Iksar	160–175	Iksar Meat and Wormwood	Illusion: Iksar
Essence of Ogre	160–175	Ogre Meat and Wormwood	Illusion: Ogre
Essence of Troll	160–175	Troll Meat and Wormwood	Illusion: Troll
Essence of Vah Shir	160–175	Vah Shir Meat and Wormwood	Illusion: Vah Shir
Essence of Wood Elf	160–175	Wood Elf Parts and Wormwood	Illusion: Wood Elf
Army Ant Potion	175–190	Celandine, Feverfew, Sumbul, and Valerian Root	Donlo's Dementia (group shrink)
Gate Potion	160–175	3 Heliotrope	Gate
Grandmaster Medicine Bag	190–205	Artisan's Seal and a Potion of Mystical Aptitude	CHA +50, INT +10, STR +10, WIS +10
Spirit Shift	85	Mercury, Mystic Ash, and Sumbul	Shadow Step

ARMOR DYES

NOTE

Armor Dyes are used to tint armor with the Armor Dye feature added for *EverQuest: The Legacy of Ykesha*.

Prismatic Dyes

By Cadale Brohat

Creating an armor dye that will change to suit the user's preference shall be my claim to fame! While I once spent the majority of my time working on other enchantments, I often heard the complaint of someone's armor rusting to an ugly hue. I decided to stop spending all my time enchanting metal and to proceed into this business.

First, I needed to make a vial to hold the dye inside of. I create these vials in my spare time. It is quite enjoyable and relaxing to me. I then would fire them in a kiln with a quality firing sheet.

Secondly, the dye creation. Take a small shard of a prism and grind it up into some glaze lacquer. This creates a thick tar-like dye that will be easy to coat any type of armor. I ground it inside of a brewing barrel, but I suppose a medicine bag would work as well.

Since the prism has the ability to reflect the full spectrum of colors, all the user needs to do is concentrate on which color they would like the dye to take on. The dye will then take on that appearance.

Finally, I placed the dye inside of the dye vial. I used the stability of the brew barrel to accomplish this, and once again I assume a medicine bag would suffice as a substitute.

ARMOR DYES

Product	Trivial At	Components	Effect
Dye Vial	54	Quality Firing Sheet and an Unfired Dye Vial	Pottery (in a kiln)
Prismatic Dye	54	Glaze Lacquer and a Prism Shard	Brewing or Alchemy
Vial of Prismatic Dye	68	Dye Vial and Prismatic Dye	Brewing or Alchemy

Appendix A: Tradeskill Recipes

BAKING

Delicacies of the Deep

In the time that I have spent sailing the Gulf of Gunthak, I have found many types of sea creatures here. I tried cooking them all, being the culinary expert that I am, and have decided to list some recipes for the more flavorful dishes!

Sea Cucumber Soup

While the sea cucumber does not have a lot of taste on its own, it has the ability to absorb a lot of flavor! Over an open fire I cooked the sea cucumber in a pot with a jug of sauces, and a packet of spices. The flavor was very nice, and warms the soul.

Abalone Steaks

Fishing for abalone is a hard task. Their shells make it hard to catch them. A net is almost required, but sometimes you can snag one on your line. I used a simple recipe to cook them because they have a flavor that I did not wish to drown out. I cooked them over a fire with spices and some butter. What a nice taste!

Crispy Gourami

Gourami are small but tasty fish. For them I decided to fry them up! Using my trusty nonstick frying pan and some butter to add some flavor, I fried the Gunthak Gourami. It turned out ok; but I still prefer some of the other recipes to this one.

Dried Seaweed

Ahh, the bay seaweed. What an unflavorful thing it is! I made this recipe on one trip when the fishing was extremely poor and the only thing I could catch was clumps of seaweed. Using some spices to try to add some flavor and a smoker I dried it out. Doing this helped to make it last a very long time.

Sea Urchin Stew

The sea urchin is very tasty when made into a stew. Take a pot and mix in some cream, vegetables, and the sea urchin. After simmering for a bit, the flavor will mix together and come out as a very delightful stew.

Grilled Eel

Grilled eel has to be my favorite recipe of the deep! After the grueling exercise of actually catching a moray eel, I set to work to fry it. I decided to drown them in a jug of sauces, then cook them over the fire while on skewers. Oh what a treat!

BAKING RECIPES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Abalone Steaks	130–145	Abalone, Butter, and Spices	STA +4 and STR +4
Clump of Dough (5)	20	Flour, Milk, and a Niflik Egg (in a mixing bowl)	N/A
Crispy Gourami	130–145	Gunthak Gourami, Butter, and a <i>Nonstick Frying Pan</i>	INT +4 and WIS +4
Dried Seaweed	130–145	Bay Seaweed, Spices, and a <i>Smoker</i>	AGI +1, DEX +1, INT +1, STA +1, and WIS +1
Grilled Eel	145–160	Moray Eel, Jug of Sauces, and <i>Skewers</i>	AGI +3, DEX +2, STR +3, and HP +5
Noodles	20	Flour, Niflik Egg, and Water Flask	N/A
Sea Cucumber Soup	130–145	Sea Cucumber, Jug of Sauces, Spices, and a <i>Pot</i>	DEX +4 and STA +4
Sea Urchin Stew	145–160	Deep Sea Urchin, Cream, Vegetables, and a <i>Pot</i>	AGI +3, DEX +2, STR +2, and Mana +5

NOTE

Items in italics are returned, whether the recipe succeeds or fails. Numbers in parenthesis after the product indicate the number of those items produced.

Appendix A: Tradeskill Recipes

BREWING

BREWING

Product	Trivial At	Components
Gukta Essence	120–135	Speckled Toadstool and a Water Flask
Metallic Temper	120–135	Firewater, Gnomish Spirits, and Minotaur Blood

ROBE DYES

Product	Trivial At	Components
Ashen Dye	120–135	Ashweed and a Water Flask
Bamboo Dye	120–135	Bamboo Shoot and a Water Flask
Berry Dye	120–135	Honey Berry and a Water Flask
Cauldron Dye	120–135	Cauldron Prawns and a Water Flask
Cursed Dye	120–135	Cursed Clover of Viesar and a Water Flask
Jaggedpine Dye	120–135	Plant Shoot and a Water Flask
Lichen Dye	120–135	Lichenclover and a Water Flask
Maneater Dye	120–135	Maneater Bud and a Water Flask
Ocean Dye	120–135	Seahorse Roe and a Water Flask
Plains Dye	120–135	Plains Roots and a Water Flask
Steam Dye	120–135	Steamfont Spring Water and a Water Flask
Sylvan Dye	120–135	Sylvan Berries and a Water Flask

NOTE

These robe dyes are used in the creation of race-specific robes described in the Tradeskill Quest Recipes section.

FLETCHING

FLETCHING RECIPES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Durable Planar Beam	100–115	Reinforced Planar Beam, Mithril Working Knife, Mithril Alloy Rod, and a <i>Mithril Working Knife</i>	N/A
Blessed Scout Arrows (10)	145–160	Blessed Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Large Nock	Tunare worshippers only, Damage 8, Range 100, Fire Damage +4
Blessed Warrior Arrows (10)	190–205	Blessed Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Medium Nock	Tunare worshippers only, Damage 9, Range 145, Fire Damage +4
Blessed Champion Arrows (10)	>250	Blessed Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Small Nock	Tunare worshippers only, Magic, Damage 11, Range 170, Fire Damage +4
Blessed Faydark Stinger	145–160	Branch of Sylvan Oak, Light Mithril String, 2 Standard Cams, and a <i>Mithril Working Knife</i>	Tunare worshippers only, Damage 20, Delay 60, Range 200, STR +5, WIS +5 (WAR, PAL, ROG, RNG)
Reinforced Sylvan Branch	100–115	Branch of Sylvan Oak, Mithril Alloy Rod, and a <i>Mithril Working Knife</i>	N/A
Blessed Faydark Swiftbolt	190–205	Light Mithril String, Reinforced Sylvan Branch, 2 Standard Bow Cams, and a <i>Mithril Working Knife</i>	Tunare worshippers only, Damage 23, Delay 55, Range 200, DEX +5, STR +5, WIS +5

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Reinforced Planar Beam	100–115	Branch of Planar Oak, Mithril Alloy Rod, and a <i>Mithril Working Knife</i>	N/A
Blessed Faydark Cloudburster	216–230	Light Mithril String, Reinforced Planar Beam, 2 Standard Bow Cams, and a <i>Mithril Working Knife</i>	Tunare worshippers only, Damage 25, Delay 48, Range 220, DEX +5, STR +5, WIS +5, Mana +50
Blessed Faydark Thunderbolt	>250	Durable Planar Beam, 2 Standard Bow Cams, Light Mithril String, and a <i>Mithril Working Knife</i>	Tunare worshippers only, Damage 30, Delay 38, Range 250, AGI +5, DEX +5, STR +5, WIS +5, HP +50, Mana +50, Fire/Cold/Magic Save +10 (WAR, PAL, RNG, ROG)— Recommended level 20
Mithril Fletchings	25	Small Brick of Mithril and a <i>Mithril Working Knife</i>	N/A
Mithril Scout Arrows (10)	145–160	Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Large Nock	Magic, Damage 7, Range 100, Fire Damage +3
Mithril Warrior Arrows (10)	190–205	Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Medium Nock	Magic, Damage 9, Range 125, Fire Damage +3
Mithril Champion Arrows (10)	>250	Mithril Arrowheads, Mithril Arrowshafts, Mithril Fletches, and a Small Nock	Magic, Damage 11, Range 150, Fire Damage +3

NOTE

Items in italics are returned, whether the recipe succeeds or fails. Numbers in parenthesis after the product indicate the number of items produced.

Fletching for the Storm Lord

By Qaelin Hailstorm

I have set out on a mission to create a set of bows and arrows that we can outfit the followers of the Storm Lord with here in Surefall Glade. The following is a listing of how I accomplished it, so others can take up the skill and make them for themselves.

It should be noted that all must be created within a Surefall Fletching Kit, for it holds the special tools needed to work the items correctly.

Using the steel refined by the good people of Qeynos, I was able to fashion a set of arrows using the following items that I forged:

Steel Alloy Rod: Large Brick of Steel, Large Brick of Acrylia Ore, Smithy Hammer, Celestial Temper

Steel Working Knife: Small Brick of Steel, Dagger Blade Mold, Hilt Mold, Water

Steel Bits: Small Brick of Steel, File

Steel Arrowheads: Small Brick of Steel, Water, File, Mark of Karana

Steel Arrowshafts: Large Brick of Steel, Water, File, Arrow Shaft Mold, Mark of Karana

Steel Fletches: Small Brick of Steel, Steel Working Knife, Mark of Karana

Surefall Fletching Kit: Small Brick of Steel, Hinge Mold, Container Base Mold, Container Lid Mold, Water Flask, Mark of Karana

The arrow shafts were hollow, which made the arrows extremely durable and light. To make them I used the following ingredients:

Steel Arrowheads, Steel Arrowshafts, Steel Fletches, and Nocks (of varying sizes).

I was pleased with how those arrows turned out, so I wanted to make some arrows that the Rainbringer would be proud of. I substituted the arrowheads with some Blessed Steel Arrowheads and a Mark of Karana. I was amazed at how powerful they had become. I had a friendly druid imbue a plains pebble with the will of Karana. I then used a file to carefully shave away at the pebble so that it would fit into the arrowhead. I took the pebble shard and combined it with the steel and used a file and some water to form it into the perfect shape. Now I was ready to create some new bows. I started with the prerequisite items:

Stable Sylvan Branch: Steel Alloy Rod, Steel Working Knife, Branch of Sylvan Oak

Stable Planar Beam: Steel Working Knife, Steel Alloy Rod, Branch of Planar Oak

Well-Balanced Planar Beam: Steel Working Knife, Steel Alloy Rod, Stable Planar Beam

Appendix A: Tradeskill Recipes

I then needed to construct a string that would be sturdy and elastic enough to volley arrows at great speed so in a Brew Barrel I fashioned:

Surefall Tannin: Surefall Sap, Flask of Water

Light Steel String: Small Brick of Steel, Surefall Tannin, Silk String

Having worked the wood, I used the following items to create these new bows of power:

Blessed Gale Compound Bow: Steel Working Knife, Light Steel String, Two Standard Cams, Branch of Sylvan Oak, Mark of Karana

Blessed Squall Compound Bow: Stable Sylvan Branch, Two Standard Bow Cams, Steel Working Knife, Light Steel String, Mark of Karana

Blessed Hurricane Compound Bow: Stable Planar Beam, Light Steel String, Two Standard Bow Cams, Steel Working Knife, Mark of Karana

Eternal Tempest Compound Bow: Well-Balanced Planar Beam, Two Standard Bow Cams, Steel Working Knife, Light Steel String, Mark of Karana

POISONS

POISON RECIPES

Product	Trivial At	Components	Effect
Anemone Feedback	175–190	Frilled Anemone, Constrict Suspension, and a Lined Vial	Lifetap proc that does from 1 (Level 1) to 20 (Level 57) points of damage
Nematocyst	145–160	Ovate Jellyfish, Constrict Suspension, and a Lined Vial	Direct damage proc doing from 1 to 75 points of damage
Paralyzing Neurotoxin	145–160	Blowfish Barb, Constrict Suspension, and a Lined Vial	Slow proc (30%)—duration 6 sec. (Level 1) to 2 minutes (Level 20)

POTTERY

POTTERY RECIPES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect</i>
Unfired Soulstone of Gukta	>250	Gukta Essence, Celestial Essence, Idol Sketch, Large Block of Magic Clay, Vial of Distilled Mana, Water Flask, and <i>Sculpting Tools</i> —made on a pottery wheel	N/A
Soulstone of Gukta	33	Unfired Soulstone of Gukta, Divine Crystalline Glaze, and a High-Quality Firing Sheet	Prayer of Gukta: Required Level 51— Froglok; cleric and shaman only

NOTE

Items in italics are returned, whether the recipe succeeds or not.

SPELL RESEARCH

NOTE

These Spell Research recipes must be done in the advanced spell research containers. These containers can be obtained from Researcher Alvarik in the Gulf of Gunthak (to be "advanced" enough to obtain this container, your research skill must be over 100). These recipes can be completed by any Int caster (enchanter, magician, necromancer, or wizard).

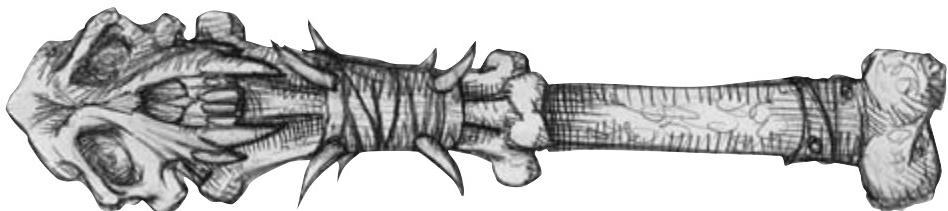
Appendix A: Tradeskill Recipes

SPELL RESEARCH

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>
Abatement Scribed Swatch	92	Words of Abatement, Parchment, and a Quill
Abrogation Scribed Swatch	145–160	Words of Abrogation, Parchment, and a Quill
Argli Scribed Swatch	145–160	Yaeth's Compendium page 73 (right), Parchment, and a Quill
Astral Runed Swatch	130–145	Rune of the Astral, Parchment, and a Quill
Asylum Scribed Swatch	130–145	Words of Asylum, Parchment, and a Quill
Breath Etched Swatch	100–115	Breath of Ro, Parchment, and a Quill
Burnish Scribed Swatch	100–115	Words of Burnishing, Parchment, and a Quill
Capacity Scribed Swatch	145–160	Words of Capacity, Parchment, and a Quill
Color Skewn Scribed Swatch	100–115	Nitillim's Grimoire page 115, Parchment, and a Quill
Concussion Runed Swatch	130–145	Rune of Concussion, Parchment, and a Quill
Cyclone Runed Swatch	92	Rune of Cyclone, Parchment, and a Quill
Dew Clover Etched Swatch	130–145	Dew Clover, Parchment, and a Quill
Ellipse Runed Swatch	130–145	Rune of Ellipse, Parchment, and a Quill
Ethereal Scribed Swatch	130–145	Words of the Ethereal, Parchment, and a Quill
Expertise Etched Swatch	130–145	Words of Expertise, Parchment, and a Quill
Impulse Runed Swatch	130–145	Rune of Impulse, Parchment, and a Quill
Intellect Scribed Swatch	145–160	Yaeth's Compendium page 25 (right), Parchment, and a Quill
Inverse Runed Swatch	100–115	Rune of Inverse, Parchment, and a Quill
Lodestone Etched Swatch	130–145	Flake of Lodestone, Parchment, and a Quill
Mana Scribed Swatch	92	Salil's Writ page 90 (right), Parchment, and a Quill
Misery Scribed Swatch	145–160	Words of Misery, Parchment, and a Quill
Neglect Scribed Swatch	92	Words of Neglect, Parchment, and a Quill
Obligation Scribed Swatch	100–115	Words of Obligation, Parchment, and a Quill

SPELL RESEARCH CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>
Obliteration Scribed Swatch	130–145	Words of Obliteration, Parchment, and a Quill
Radiant Scribed Swatch	100–115	Salil's Writ page 64 (right side), Parchment, and a Quill
Requisition Scribed Swatch	130–145	Words of Requisition, Parchment, and a Quill
Scent Etched Swatch	100–115	Essence of Rathe, Parchment, and a Quill
Slant Scribed Swatch	130–145	Keris's Dissertation page 5 (right), Parchment, and a Quill
Sorcery Runed Swatch	92	Rune of Sorcery, Parchment, and a Quill
Tashani Scribed Swatch	130–145	Toharon's Memoirs page 15 (right), Parchment, and a Quill
Tear Etched Swatch	130–145	Tears of Prexus, Parchment, and a Quill
Tempest Runed Swatch	145–160	Rune of Tempest, Parchment, and a Quill
Tenancy Scribed Swatch	130–145	Words of Tenancy, Parchment, and a Quill
Virtue Etched Swatch	145–160	Words of Virtue, Parchment, and a Quill
Visage Scribed Swatch	130–145	Yaeth's Compendium page 78 (right), Parchment, and a Quill
Wing Etched Swatch	130–145	Wing of Xegony, Parchment, and a Quill



Appendix A: Tradeskill Recipes

SPELL RESEARCH (ALTERNATE METHODS FOR DROP SPELLS)

The following spell researches were added by the designers of *EverQuest* to give characters alternate methods for attaining some of the older world "drop" spells.

NOTE

Some of the spells created by these recipes are Lore, so be certain you are not trying a recipe for a Lore spell that you already have in your inventory. Success on such an attempt causes the newly created spell scroll to disappear because it is the second of a Lore item in your possession. Also, because the spell scrolls created are the exact same scrolls as those that can be found as "drops," you may already possess a spell scroll, even the first time you attempt to research it.

ENCHANTER SPELLS

Must be created using the Phantasmal Tome.

Yaeth's Compendium, Book 1

By Yaeth

My students, I am seeking your assistance. I always have been a scholar of our Alteration discipline, and to this end I have spent the vast majority of my energies. Many years ago, I began to gather advanced knowledge and began putting together a large volume to share with you. I fear as though your training began to lack after a certain point, and that only the most adventurous or foolish of you were able to expand upon the original works of Velishoul and the others. I slaved over all of the details, pouring years of study and writing into this compendium for you. Alas, one day I awoke only to discover my life's work missing from my desk. I have long traveled, and managed to find a page here and there, so I do believe that it has been scattered and not destroyed.

I give you now the key to reassembling my book, so that you all may have access to this knowledge, as I originally had intended. Once you find the pages that follow each other, you will need a quill and parchment to restore them within your Phantasmal Tome. I do wish I were not quite so aged, as I would lend more assistance than this. Please spread the word to your contemporaries, and good luck.

I began with our spells of utility. By utility, I mean spells for travel or exploration. To this end I have found novel ways to improve three of our most basic spells without the need to transform ourselves into a creature of those properties. They are most useful when traveling without supplies or stock of any kind. Find these missing pages and reconstruct these spells.

Improved Invisibility: Page 50 of Yaeth's Compendium (Left), Page 50 Yaeth's Compendium (Right)

Everlasting Breath: Page 63 Yaeth's Compendium (Left), Page 63 Yaeth's Compendium (Right)

Levitation: Page 65 Yaeth's Compendium (Left), Page 65 Yaeth's Compendium (Right)

Next I moved on to spells of mind enhancement. I have always believed that these types of spells are most useful to us in order to perform to the very best of our abilities. Beyond increasing our personal power, when it is necessary to lend our aid to circles of magic, we may extend these abilities to our partners and utilize them to their fullest potential as well.

Gift of Insight: Page 72 Yaeth's Compendium (Left), Page 72 Yaeth's Compendium (Right)

Enlightenment: Page 82 Yaeth's Compendium (Left), Page 82 Yaeth's Compendium (Right), Page 83 (Full page)

Gift of Pure Thought: Page 102 Yaeth's Compendium (Left), Page 102 Yaeth's Compendium (Right), Page 103 Yaeth's Compendium (Full)

Gift of Brilliance: Page 107 Yaeth's Compendium (Left), Page 107 Yaeth's Compendium (Right), Page 108 Yaeth's Compendium (Full)

Some years of working with a necromancer partner piqued my curiosity of their techniques. After observing the basic mechanics of their siphoning spells, I have devised a method of similarly tapping into an enemies' power and leeching it into our own power resources. I often find myself recalling this particular spell.

Theft of Thought: Page 61 Yaeth's Compendium (Left), Page 61 Yaeth's Compendium (Right)

The ability to vastly reduce the melee abilities of an enemy is useful indeed, and borrowing from the basic workings of Toharan with his Tashani line, I have created a workable version of this.

Cripple: Page 70 Yaeth's Compendium (Left), Page 70 Yaeth's Compendium (Right)

In addition to reducing melee capacity, the attack speed is also important. Long have we used forms of hastening spells for our allies, and the opposite for enemies. Through careful study of the nature of these spells, I at last bring you something a bit more effective, if you can recover it.

Appendix A: Tradeskill Recipes

Forlorn Deeds: *Page 91 Yaeth's Compendium (Left), Page 91 Yaeth's Compendium (Right),
Page 92 Yaeth's Compendium (Full)*

By no means our main concentration, damage over time spells have been used for generations. Our workings with them have always been unique; not satisfied by merely doing damage, we are ever seeking to add interesting twists to these types of spells. Torment of Argli is an interesting form of damage that decreases an enemies' wit and power as well as their life force. Asphyxiate came about quite naturally, as I merely examined and increased the properties of our previous sort of spell in the same line while toying about with different forms restricting the throat. Both are effective additions to your grimoires.

Torment of Argli: *Page 73 Yaeth's Compendium (Left), Page 73 Yaeth's Compendium (Right)*

Asphyxiate: *Page 104 Yaeth's Compendium (Left), Page 104 Yaeth's Compendium (Right),
Page 105 Yaeth's Compendium (Full)*

The ability to subtly distract an enemy's concentration is one of our greatest strengths. To this end I have made an enormous breakthrough via two new spells that I use often. Horrifying Visage incites rage in the eyes of an enemy while diverting them from all others, while Glamorous helps to increase our own innate beauty. Who would attack such a face?

Horrifying Visage: *Page 78 Yaeth's Compendium (Left), Page 78 Yaeth's Compendium (Right)*

Glamorous Visage: *Page 97 Yaeth's Compendium (Left), Page 97 Yaeth's Compendium (Right),
Page 98 Yaeth's Compendium (Full)*

The ability to enhance the body, as well as the mind, is of utmost importance. Oftentimes you will find yourself in need of a solid athletic partner to complement your own subtle powers. I have developed this spell in particular to highlight their strengths for our own advancement.

Augment: *Page 80 Yaeth's Compendium (Left), Page 80 Yaeth's Compendium (Right), Page 81
(Full page)*

In times of emergency, you may use this spell to protect yourself from a margin of harm, while simultaneously feeling your muscles surge with strength. As we are not particularly athletic normally, this added strength is sometimes just the thing to remove you from harm.

Bedlam: *Page 94 Yaeth's Compendium (Left), Page 94 Yaeth's Compendium (Right), Page 95
Yaeth's Compendium (Full)*

After much contemplation, I decided that a very specific spell that would allow us utmost control of a charmed minion would serve us well. I worked very hard to perfect this technique. While most tiring, when called upon, the ability can prove invaluable.

Dictate: *Page 112 Yaeth's Compendium (Left), Page 112 Yaeth's Compendium (Right), Page 113
Yaeth's Compendium (Full)*

This spell I created as a joke, while camping beneath the spires after a few too many Dwarven ales with a good stout paladin acquaintance, he began to dance most strangely around the fire. He spoke of his dragon slaying and damsel rescuing and other such tall tales that I began to weave a wall of magic around him to trap him in his words. Much to my surprise, he spoke the truth and the words I uttered permanently changed his abilities. Upon sobering up, I recalled what I could of what I had done, and thus Visions of Grandeur was born.

Visions of Grandeur: *Page 114 Yaeth's Compendium (Left), Page 114 Yaeth's Compendium (Right), Page 115 Yaeth's Compendium (Full)*

Ah, this spell has proven to be as near a headache as a delight. After much urging by those contemporaries closest to me, I holed myself up in my study for quite some time attempting to expand once more upon our previous mind enhancement spells without causing damage to the psyche. When at last I was successful, it proved such a boon to the community that I found no peace for months. Beware!

Kodiac's Endless Intellect: *Page 25 Yaeth's Compendium (Left), Page 25 Yaeth's Compendium (Right), Page 26 Yaeth's Compendium (Left), Page 26 Yaeth's Compendium (Right)*

Among the more dangerous of my ventures was into a Shissar temple deep in an airless desert of the moon. There I studied the movement of their Elitist warrior class and sought to imitate their speed. Alas my movement was detected, and I was forced to flee and finish the work by memory. It may have proved fortuitous however, as their like-mindedness inspired me to add several of their melee characteristics to it as well.

Speed of the Brood: *Page 117 Yaeth's Compendium (Left), Page 117 Yaeth's Compendium (Right), Page 118 Yaeth's Compendium (Left), Page 118 Yaeth's Compendium (Right)*

Toharon/Memoir/Abjure

Found in the same book with Kerishal's notes.

By Therae Toharon, Mistress of Abjuration
and Vethel Kerishal, Master of Divination

We were most saddened to hear of the destruction of Yaeth's most prized compendium, however, nothing prepared us for the loss of our own works. Being so highly specialized, it was unfathomable to think that anyone would strike us, yet here we are. Kerishal and myself have decided to send out our plea to help reconstruct our works, lest the knowledge be lost forever. Please help us, and in return all knowledge that we have gained shall be yours.

Appendix A: Tradeskill Recipes

While experimenting with our highly effective method of stunning in any given direction at a time, which happens to be Kerishal's specialty, I began working on a way to so utilize the power of Tashani. Our initial experimentation with this proved highly effective, and when coupled with vast wizard destruction we were able to wreak much havoc indeed. Further practice with the powers of Tashani led to Wind of Tashanian, which requires greater power for improved effectiveness.

Wind of Tashani: Page 15 Toharon's Memoir (Left), Page 15 Toharon's Memoir (Right)

**Wind of Tashanian: Page 21 Toharon's Memoir (Left), Page 21 Toharon's Memoir (Right),
Page 22 Toharon's Memoir (Full)**

Obscuring one's image in combat helps to befuddle the enemy to a certain degree, and their attacks seem to be slightly less harmful when observing this discipline. Drawing upon the basic knowledge of this that we have used for years, I was able to create and perfect an upgraded blurring of my image.

**Umbra: Page 18 Toharon's Memoir (Left), Page 18 Toharon's Memoir (Right), Page 19 Toharon's
Memoir (Full)**

Kerishal/Dissertation/Div.

In assisting Toharan with her study of Tashani, my deftness with our far-reaching stun ability grew. I slowly realized that I was twisting the magic just a bit and the spell itself was changing. Not only was I stunning the enemies, but I could push a bit further and dissolve their powers slightly as well. The variation is slight, but noticeable, and the effect is quite astounding.

Color Slant: Page 5 Keris's Dissertation (Left), Page 5 Keris's Dissertation (Right)

As my specialty lies in the realm of Divination, I have always been drawn to other forms than my own. During our time traveling, I found myself drawn to the strange feline city of Sharvahl. Once there, I could not allow myself to leave until I mastered the secret of taking on the characteristics of the Vah Shir.

Illusion: Vah Shir— Page 7 Keris's Dissertation (Left), Page 7 Keris's Dissertation (Right)

Zeannor/Thesis/Evoke

By Zelandin Zeannor (In same book with Finnok)

My intense study of the discipline of Evocation as it applies to enchanters has led me to some of the most dangerous areas of the world. After years of study I abandoned this, as it is quite outside of our nature. I then sought to find ways of warping and twisting the mind with intense bolts of magic. I have brought to you my most advanced studies of this knowledge, and also included the works of my former partner Finnok, who went beyond any other in the study of animation magic. Unfortunately, while perfecting the spell he was lost to us. May his work live on as well.

My first successful increase with this type of power is here, in Dementia. This is a highly effective method of rendering an enemy senseless while tearing at his mind.



PRIMA'S OFFICIAL STRATEGY GUIDE

Dementia: Page 12 Zeannor's Thesis (Left), Page 12 Zeannor's Thesis (Right)

Further work on perfecting Dementia led me through the icy plains of Velious. I devised a method that drew upon the same method, yet worked on even the most carefully guarded of minds. Remarkable!

Dementing Visions: Page 15 Zeannor's Thesis (Left), Page 15 Zeannor's Thesis (Right), Page 16 Zeannor's Thesis (Full)

Using the same basic principles of my improved work with direct damage and insanity, a fine side result was this Lamentation. By directing energies at an enemy they shall remain in shock for a few moments, frozen in place.

Lagarn's Lamentation: Page 14 Zeannor's Thesis (Left), Page 14 Zeannor's Thesis (Right)

My dear former partner Findletop Finnok was most successful in his final creation, which he called Zurnaik's Animation. He was hard at work constructing his Treatise on the workings of Conjunction as it applies to the enchanter. Unfortunately, he was lost to us before this document came to pass. I include his final work for your enjoyment.

Zurnaik's Animation: Page 2 Finnok's Treatise (Left), Page 2 Finnok's Treatise (Right)

ENCHANTER SPELLS

Product	Trivial At	Components	Spell Level
Improved Invisibility	175–190	Yaeth's Compendium page 50 (left), Yaeth's Compendium page 50 (right), Parchment, and a Quill	50
Everlasting Breath	175–190	Yaeth's Compendium page 63 (left), Yaeth's Compendium page 63 (right), Parchment, and a Quill	51
Levitation	175–190	Yaeth's Compendium page 65 (left), Yaeth's Compendium page 65 (right), Parchment, and a Quill	51
Theft of Thought	175–190	Yaeth's Compendium page 61 (left), Yaeth's Compendium page 61 (right), Parchment, and a Quill	51

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Color Slant	175–190	Keris's Dissertation page 5 (left), Keris's Dissertation page 5 (right), Parchment, and a Quill	52
Cripple	175–190	Yaeth's Compendium page 70 (left), Yaeth's Compendium page 70 (right), Parchment, and a Quill	53
Dementia	190–205	Zeannor's Thesis page 12 (left), Zeannor's Thesis page 12 (right), Parchment, and a Quill	54
Illusion Vah Shir	190–205	Keris's Dissertation page 7 (left), Keris's Dissertation page 7 (right), Parchment, and a Quill	54
Gift of Insight	190–205	Yaeth's Compendium page 72 (right), Yaeth's Compendium page 72 (left), Parchment, and a Quill	55
Lagarn's Lamentation	190–205	Zeannor's Thesis page 14 (left), Zeannor's Thesis page 14 (right), Parchment, and a Quill	55
Wind of Tashani	190–205	Toharon's Memoirs page 15 (left), Toharon's Memoirs page 15 (right), Parchment, and a Quill	55
Zurnaik's Animation	190–205	Part of Finnok's Treatise page 2 (left), Part of Finnok's Treatise page 2 (right), Parchment, and a Quill	55
Augment	190–205	Yaeth's Compendium page 80 (left), Yaeth's Compendium page 80 (right), Yaeth's Compendium page 81, Parchment, and a Quill	56
Horrifying Visage	190–205	Yaeth's Compendium page 78 (right), Yaeth's Compendium page 78 (left), Parchment, and a Quill	56

**ENCHANTER SPELLS CONTINUED**

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Torment of Argli	190–205	Yaeth's Compendium page 73 (left), Yaeth's Compendium page 73 (right), Parchment, and a Quill	56
Enlightenment	205–220	Yaeth's Compendium page 82 (right), Yaeth's Compendium page 82 (left), Yaeth's Compendium page 83, Parchment, and a Quill	57
Forlorn Deeds	205–220	Yaeth's Compendium page 91 (right), Yaeth's Compendium page 91 (left), Yaeth's Compendium page 92, Parchment, and a Quill	57
Umbra	205–220	Toharon's Memoirs page 18 (left), Toharon's Memoirs page 18 (right), Toharon's Memoirs page 19, Parchment, and a Quill	57
Bedlam	205–220	Yaeth's Compendium page 94 (left), Yaeth's Compendium page 94 (right), Yaeth's Compendium page 95, Parchment, and a Quill	58
Dementing Visions	205–220	Zeannor's Thesis page 15 (left), Zeannor's Thesis page 15 (right), Zeannor's Thesis page 16, Parchment, and a Quill	58
Glamorous Visage	205–220	Yaeth's Compendium page 97 (right), Yaeth's Compendium page 97 (left), Yaeth's Compendium page 98, Parchment, and a Quill	58
Asphyxiate	205–220	Yaeth's Compendium page 104 (right), Yaeth's Compendium page 104 (left), Yaeth's Compendium page 150, Parchment, and a Quill	59

∞Appendix A: Tradeskill Recipes∞

Product	Trivial At	Components	Spell Effect
Gift of Pure Thought	205–220	Yaeth's Compendium page 102 (right), Yaeth's Compendium page 102 (left), Yaeth's Compendium page 103, Parchment, and a Quill	59
Dictate	205–220	Yaeth's Compendium page 112 (left), Yaeth's Compendium page 112 (right), Yaeth's Compendium page 113, Parchment, and a Quill	60
Gift of Brilliance	205–220	Yaeth's Compendium page 107 (left), Yaeth's Compendium page 107 (right), Yaeth's Compendium page 108, Parchment, and a Quill	60
Koadic's Endless Intellect	205–220	Yaeth's Compendium page 25 (left), Yaeth's Compendium page 25 (right), Yaeth's Compendium page 26 (left), Yaeth's Compendium page 26 (right), Parchment, and a Quill	60
Speed of the Brood	205–220	Yaeth's Compendium page 117 (right), Yaeth's Compendium page 117 (left), Yaeth's Compendium page 118 (right), Yaeth's Compendium page 118 (left), Parchment, and a Quill	60
Visions of Grandeur	205–220	Yaeth's Compendium page 114 (left), Yaeth's Compendium page 114 (right), Yaeth's Compendium page 115, Parchment, and a Quill	60
Wind of Tashanian	205–220	Toharon's Memoirs page 21 (left), Toharon's Memoirs page 21 (right), Toharon's Memoirs page 22, Parchment, and a Quill	60

MAGICIAN SPELLS

Must be created using the Arch Magus Grimoire.

Advanced Teachings of Magus Walnan

By Walnan

My years of wandering the earth have given me insights into the workings of magic that not all magi are exposed to. I do not claim to be the last authority on anything, nor do I wish to claim responsibility for the effects my spells may have. I do, however, wish to share the knowledge that I have gained with those who seek to learn. I feel as though our community has been left without a solid guide for some time, and perhaps I may help to fill that gap. Take this knowledge and do well with it.

The Efficiency of Summoning

As the focus of the magician lies in harnessing the elements of the world around us, one of our talents lies in our ability to call forth from them certain tools to aid us in our work. My travels have led me to many places where supplies are not available, and I have strived to perfect these tools to be as useful as possible. The following are the results of my study.

This is a useful spell while traveling, as you do not need to purchase food, water, or first aid supplies. This allows us to concentrate more fully on the tasks at hand, rather than waste precious time seeking towns or shops.

Gift of Xev: Coin of Xev, Words of Restraint

No party is complete without fireworks, and if there are no Gnomes with the talent to make them, what to do? While not so useful in so far as serious study goes, this is a great spell for when you have some downtime amongst friends to celebrate your success.

Bristlebane's Bundle: Card of Bristlebane, Words of Domination

I perfected this spell while hunting in the desert with a small party. We managed to become rather lost and our supplies dwindled. I concentrated on bringing forth weapons for our protection, beyond the meager types that I was already familiar with. The following three spells were the result of this meditation, and they are indeed useful in such situations.

Quiver of Marr: Coin of Xev, Words of Domination

Appendix A: Tradeskill Recipes

Bandoleer of Luclin: Staff Shard of Luclin, Words of Restraint

Pouch of Quellious: Writ of Quellious, Words of Restraint

This spell came to me quite by accident, while I was working with some new forms of pet control in regards to our elementals. I was attempting to create a type of muzzle that would give more precise control; however, when I applied it to my pet the results were most astonishing.

Muzzle of Mardu: Mist of Povar, Primordial Substance, Words of Capacity

Pets to Lend a Hand

The Vicerate of Water was most difficult for me to harness at will. Such a tricky element, but at last I found a reliable method of recalling this element to aid me. I do hope that he serves you as well as I.

Vicerate: Water: Mist of Povar, Words of Domination

I met a wizard by the name of Firepot who was experimenting with some form of summoned swords, in an attempt to mimic our control of the elements. I thought that his idea was interesting, a kind of companion that would dissipate once the enemy was removed from the equation. Working together we perfected his sword method, and I also designed this similar spell, which has specific uses for our own work.

Rage of Zomm: Bolts of Tallon, Words of Domination

This pet is great if you need to draw attention from yourself to perform some more spectacular summoning. Like a small ball of fire, this pet can do some incredible work although not take so many hits as our more reliable summonings. I have enjoyed working with it however, and leave the choice to you.

Dyzil's Deafening Decoy: Staff Shard of Luclin, Sliver of Moonstone, Words of Expertise

I have worked very hard on the following three spells. I strove for a method of harnessing even more powerful aspects of the elements, pushing myself to the very limit of what I could summon forth. At last I was successful, and tentative study with these new forms have shown very impressive results. Be careful!

Greater Vocaration: Fire—Flame of Fennin, Runed Emblem, Words of Capacity

Greater Vocaration: Air—Scales of Veeshan, Primordial Substance, Words of Capacity

Greater Vocaration—Water: Mist of Povar, Dew Clover, Words of Capacity

A most useful trick for removing an immediate area of spectators is to call forth a monster being that is familiar to them. I use this trick often for that very purpose. Be forewarned, however, that the spell is variable and you may find yourself summoning something no more frightening than a bixie!

Monster Summoning III: Card of Bristlebane, Primordial Substance, Words of Capacity

Damage

A great bolt of fire came forth from my hands, sailing through the skies to find my enemy and strike him down. At least, that is how I like to describe this spell. I use it very often while working at a range, and rarely have any issues with it.

Scars of Sigil: Bolts of Tallon, Words of Domination

While working with Elemental Maelstrom, I have come to very much enjoy this method of damage. I have taken the same properties from this spell and infused them with a greater power.

Wrath of the Elements: Scales of Veeshan, Words of Domination

I wanted to create a spell that would be both visually pleasing and serve several purposes. It would cause great damage, while at the same time seeping power. It would also be so colorful and blinding that once cast, the Mage could find a way to escape if they were overpowered. This spell is the result of that study.

Manastorm: Scales of Veeshan, Flake of Lodestone, Words of Expertise

Summoning and banishing are different sides of the same specialty that the magician is loyal to. I consider this to be the single most powerful form of our power to banish a summoned being, which truly rounds out our arsenal in this area.

Banishment: Card of Bristlebane, Flake of Lodestone, Words of Expertise

Along the same line of study as Manastorm, Maelstrom harnesses electricity for a powerful rain effect. When I find myself calling upon this type of magic, I often use them in conjunction with one another, as they complement so well.

Maelstrom of Electricity: Bolts of Tallon, Dew Clover, Words of Virtue

Using the element of Fire, these blades can rend through most any enemy that does not have an innate tolerance to this type of magic. Truly our most powerful single attack, use it wisely and do not let this new power go to your head. Remember to study and perfect, we are all still students of the elements.

Shock of Fiery Blades: Flame of Fennin Flake of Lodestone, Words of Capacity, Words of Potence

Utility

In finding new and improved methods of harnessing the elements, I have also worked to perfect our series of beneficial spells for them. This is the latest of my work and is far more advanced than any previous.

Appendix A: Tradeskill Recipes

Burnout IV: Flame of Fennin, Words of Restraint

Truly a breakthrough in regards to the ability to summon, *Call of the Hero* allows you to actually summon forth a person from another area of harm.

Call of the Hero: Coin of Xev, Words of Domination

I learned the nature of this spell from Kandin; however, I needed to find a way to adapt it for magicians, as they would not have the benefit of studying the method in which he called forth this improved Eye. Tracing my route backwards I was able to draw upon the proper elements and share this with you.

Eye of Tallon: Bolts of Tallon, Dew Clover, Words of Virtue

Often while traveling in a party I would find myself enjoying the benefits of improved speed from other members, while my poor elemental was left far behind us. I have researched and created this spell so that this issue is not quite so prominent. He should keep up now!

Velocity: Mist of Povar, Etched Signet, Words of Capacity

Transon has been most helpful in the study of protection for both the Mage and their elemental, and in respect to his generous help I have named two spells for him. The first is a protective shield that renews itself while you have it about you, adding to the rate in which you regain power and life. The second, a heal designed specifically for your elemental, has proved so completely remarkable that I do not consider my book complete without it any longer.

Transon's Phantasmal Protection: Writ of Quellious, Runed Emblem, Words of Expertise

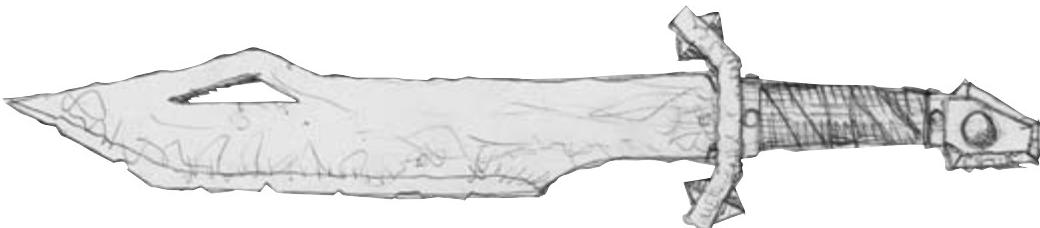
Transon's Elemental Renewal: Writ of Quellious, Etched Signet, Words of Virtue, Words of Aptitude

This Aegis is most helpful while dealing in circle magic, as it will enhance the entire party's innate resistance to the element of fire, while also drawing upon the characteristics of fire itself. Any enemy that attempts to strike you while this is in place will receive a nasty surprise.

Aegis of Ro: Flame of Fennin, Etched Signet, Words of Expertise

I have often sought to find a more reliable method of weakening an opponent to the types of magic that I use most often, and this spell is the result of that work. When the effect takes hold on your enemy, you should notice a definitive weakness to your powers.

Mala: Card of Bristlebane, Sliver of Moonstone, Words of Virtue



MAGICIAN SPELLS

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Gift of Xev	175–190	Coin of Xev, Words of Restraint, Parchment, and a Quill	51
Bristlebane's Bundle	175–190	Card of Bristlebane, Words of Domination, Parchment, and a Quill	52
Quiver of Marr	175–190	Coin of Xev, Words of Domination, Parchment, and a Quill	53
Bandoleer of Luclin	190–205	Staff Shard of Luclin, Words of Restraint, Parchment, and a Quill	54
Scars of Sigil	190–205	Bolts of Tallon, Words of Domination, Parchment, and a Quill	54
Vocerate Water	190–205	Mist of Povar, Words of Domination, Parchment, and a Quill	54
Burnout IV	190–205	Flame of Fennin, Words of Restraint, Parchment, and a Quill	55
Call of the Hero	190–205	Staff Shard of Luclin, Words of Domination, Parchment, and a Quill	55
Pouch of Quellious	190–205	Writ of Quellious, Words of Restraint, Parchment, and a Quill	55
Rage of Zomm	190–205	Flame of Fennin, Words of Domination, Parchment, and a Quill	55
Wrath of the Elements	190–205	Scales of Veeshan, Words of Domination, Parchment, and a Quill	55

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Spell Level
Dyzil's Deafening Decoy	190–205	Staff Shard of Luclin, Sliver of Moonstone, Words of Expertise, Parchment, and a Quill	56
Muzzle of Mardu	190–205	Mist of Povar, Primordial Substance, Words of Capacity, Parchment, and a Quill	56
Eye of Tallon	205–220	Bolts of Tallon, Dew Clover, Words of Virtue, Parchment, and a Quill	57
Greater Voceration: Fire	205–220	Flame of Fennin, Runed Emblem, Words of Capacity, Parchment, and a Quill	58
Transon's Phantasmal Protection	205–220	Writ of Quellious, Runed Emblem, Words of Expertise, Parchment, and a Quill	58
Velocity	205–220	Mist of Povar, Etched Signet, Words of Capacity, Parchment, and a Quill	58
Greater Voceration: Air	205–220	Scales of Veeshan, Primordial Substance, Words of Capacity, Parchment, and a Quill	59
Manastorm	205–220	Scales of Veeshan, Flake of Lodestone, Words of Expertise, Parchment, and a Quill	59
Aegis of Ro	220–235	Flame of Fennin, Etched Signet, Words of Expertise, Parchment, and a Quill	60
Banishment	220–235	Card of Bristlebane, Flake of Lodestone, Words of Expertise, Parchment, and a Quill	60
Greater Voceration: Water	220–235	Mist of Povar, Dew Clover, Words of Capacity, Parchment, and a Quill	60

MAGICIAN SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Maelstrom of Electricity	220–235	Bolts of Tallon, Primordial Substance, Words of Virtue, Parchment, and a Quill	60
Mala	220–235	Card of Bristlebane, Sliver of Moonstone, Words of Virtue, Parchment, and a Quill	60
Monster Summoning III	220–235	Card of Bristlebane, Primordial Substance, Words of Capacity, Parchment, and a Quill	60
Shock of Fiery Blades	220–235	Flame of Fennin, Flake of Lodestone, Words of Capacity, Words of Potence, Parchment, and a Quill	60
Transon's Elemental Renewa	220–235	Writ of Quellious, Etched Signet, Words of Virtue, Words of Aptitude, Parchment, and a Quill	60

NECROMANCER SPELLS

Must be created using the Warlock's Book of Binding.

Fecae's Memoir: The Advanced Teachings of a Warlock

By Kazen Fecae

Long I have studied and practiced the dark art of Necromancy. My students range through the dark recesses of Norrath, assisting and growing stronger under my tutelage. The time has come for me to record the knowledge that I have gained that stretches beyond the fundamentals of the art, for my students to use for their students after I leave this world. For such knowledge to be lost would be a tragedy; this shall be my legacy.

I would advise utmost caution in the crafting of these spells, as they are of an advanced nature and can prove fatal if worked improperly. You must use a quill, a piece of parchment, and the proper words to bring forth these powers. A Warlock's Book of Binding is the only tome with the required properties to successfully bind these spells, so use one of those as well. Use this knowledge wisely and with hatred, for destruction and death only strengthen our powers.

Appendix A: Tradeskill Recipes

Long ago I learned the secrets of siphoning life Essences from a sacrificial victim to lend power to my spells. Should you need to do the same, use these words.

Sacrifice: Words of Eventide, Words of Annihilation

Plantlife has not a large part to play in our studies, and the sight of a perfectly good plant withering to nothingness does warm my heart. I found this spell quite by accident while working in the Emerald Jungles one summer, practicing on some of the native beasts there. A nasty flower attempted to entrap me and by reflex I used my most recent spell that seemed to affect the beast not at all. The plant, however, was annihilated. What fun!

Defoliation: Words of Pain, Words of Covert

From time to time you may come across a particular foe who seems immune to your most dire poisons and diseases. Call upon the aid of the lady of nightmares, and she shall instill much weakness and fear into their hearts.

Scent of Terris: Words of Edification, Words of Anguish

Perhaps one of our most difficult talents lies in the ability to recall fallen comrades from the afterlife. Animating a corpse to do your bidding is quite different from breathing life back into a friend. This type of magic requires pure Essence, be most careful in utilizing it. While working on creating a new pet, to my surprise he rose and began speaking to me, asking why I wished him to return! Imagine the shock.

Convergence: Words of Decision, Words of Stimulation

After some experimentation with charms against undead, I was able to produce these words to hold a minion to my side and assist. They do not often prove loyal, although they do have their uses.

Thrall of Bones: Words of Control, Words of Energy

If you are undertaking these studies, you should be well familiar with our talents to siphon and lend life. Large draughts of your own blood may be used to sustain another, as with previous spells of this type be most wary lest you give too much of yourself and become lost.

Shadowbond: Words of Asylum, Words of Comprehension

While working with hastening the recall time on a few of my powerful spells, I was careless and misspoke. The most peculiar thing happened to my animation at the time—it seemed to grow and frenzied upon some local wildlife before I was able to calm it down. After some careful experimentation with the words used, I was able to find a serviceable medium for bolstering my animations.

Augmentation of Death: Words of Expedition, Words of Anguish

I took a trip to the cold northern lands to visit the Lich of Miragul, and he shared a secret with me. Although not an often drawn upon ability amongst our kind, we do have the capacity to utilize bursts of pure damage. He had found a way to harness the cold and ice in which he lives, and these were the words that he gave me.

Chill Bones: Words of Agony, Words of Intent

This secret I hold close to my most dedicated students, as I believe that travel teaches patience; however, at times one must move swiftly. Try to keep this hidden from those of other lines of study, lest they try to steal this knowledge from us.

Levant: Words of Recall, Words of Recourse

Should you find yourself in a situation where death shall find you unless at that very moment you gain a burst of power, I give you this. By taking the Essence of another into yourself, you may be infused with enough power to survive. Use sparingly.

Infusion: Words of Constancy, Words of Comprehension

After my visit to the Lich of Miragul, I took it upon myself to work with the words he had bestowed me and alter the spell slightly for my own use. This was the result.

Conglaciation of Bone: Words of Banshee, Words of Anguish

As I found myself facing greater challenges in my life, I found it necessary to draw more power from my body. I took a year studying conversions between power and blood, and at last the words came to me.

Demi Lich: Words of Awareness, Words of Tenancy

This spell should be used sparingly for the true power of a necromancer is to serve ones own needs; however, at times it may prove necessary to lend your power to another. Only after much consideration I have included these words in my memoir, use them well.

Sedulous Subversion: Words of Awareness, Words of Exhilaration

The power of those in your circle can be heightened by draining the abilities of your foe, after some experimentation with different forms of siphoning, I have put these words together to better benefit a circle, and therefore myself.

Crippling Claudication: Words of Voiding, Words of Obliteration, Words of Divergence

I brighten recalling this spell, the dark summoning. After many years of working with reanimation, I turned to conquer summoning in its applicable forms to our studies. The ability to call upon the empty corpses of the fallen has proven most useful in my work, I hope you find good use for it as well.

Conjure Corpse: Words of Constancy, Words of Covert, Words of Misery

I once found myself deep within a dungeon, drained of most power. I called upon our power of Harmshield to escape; however, it dawned upon me that there would be some places most foul, in which an additional shield may be required. Through much pain and suffering, I managed to bring forth this veil, use it well.

Appendix A: Tradeskill Recipes

Quivering Veil of Xarn: Words of Asylum, Words of Energy, Words of Immunity

In my studies of harnessing the power of a circle to seek out areas previously out of my reach, there seemed a need to use our power of siphon to benefit the circle as well. By draining power from a victim, I found a way to channel it throughout the circle and strengthen us as a whole.

Mind Wrack: Words of Recall, Words of Distress, Words of Invigoration

As my power grew, I began to examine our choices for enshrouding a victim in darkness to befuddle and slow their thoughts and movement. Further experimentation with fundamentals of our power to call upon this darkness has yielded this.

Devouring Darkness: Words of Edification, Words of Holding, Words of Misery

Fecae's Memoir: The Final Lessons

By Kazen Fecae

My hands shake a bit as I write this final tome, never did I think I would commit these powers to paper. It does not feel right to let the knowledge of my most dreadful and wonderful studies to fall into blackness when I am gone. My most loyal students have held these secret for so long, and now I share them with you. May your studies continue and thrive, ever increasing the might of our sect.

Should you find yourself in need of a great infusion of blood from a victim, speak these words and you shall be refreshed.

Gangrenous Touch of Zeum'uul: Words of Constancy, Words of Distress, Words of Abrogation

In a previous volume I disclosed a more advanced method of converting blood to power. Only now do I feel obligated to share the true extent that that particular study lead me to. Use utmost care while working with these words, as the slightest degree of inflection change may eat your flesh away.

Arch Lich: Words of Banshee, Words of Anguish, Words of Divergence

It has long been common knowledge that a skilled necromancer can take on aspects of death to fool an enemy or rest peacefully for long periods of time. My student Venenzi actually encouraged me to improve upon this talent, so at her urging I spent many moons on this. At last I was able to perfect this art to the point where at minimal rest and power, I could still call upon the words.

Death Peace: Words of Decision, Words of Covert, Words of Immunity

During a particularly heated discussion with a zombie, I found myself wishing that it would simply melt into the floor. In a fit of anger I called upon my most harmful of undead spells, a single burst of power and the being was no more. After some more research, I found I could do this at will, so great had my power over them become.



PRIMA'S OFFICIAL STRATEGY GUIDE

Banishment of Shadows: Words of Voiding, Words of Obliteration, Words of Abrogation

After my discovery that banishment of any undead fiend was possible, I spoke at long length with a powerful Phantasmist that I am acquainted with about the mechanics of her more advanced spells involving charm and coercion. Applying these techniques to undead became trivial, and I was able to form a more reliable form of doing so.

Enslave Death: Words of Control, Words of Stimulation, Words of Revenant

With my discovery of Infusion, I began to wonder if the Essences could be used in a similar way against an enemy. After much study I found that by draining an Essence I could draw a much larger draught of blood from a foe, although for great loss in power.

Trucidation: Words of Apparition, Words of Intent, Words of Misery

One of my more advanced studies with circle power, this theft of vitae can prove most useful to draw blood and bolster the health of the entire circle. I use it often in these types of work, although I have always kept the secret close to my heart.

Zevfeer's Theft of Vitae: Words of Recall, Words of Recourse, Words of Abrogation, Words of Retention

Perhaps my crowning achievement in so far as destruction goes, not even my most trusted students were ever trusted with the secrets of crafting this spell. Along with you they shall now learn its secret.

Funeral Pyre of Kelador: Words of Pain, Words of Anguish, Words of Misery, Words of Torment

Pets: Fecae's Guide to Reanimation

The use of reanimation magic can greatly assist in any project you might undertake. Over the years my preference for types of these pets and companions has shifted and changed. I have included all of the more advanced versions of these spells to assist you in your study. Please treat them well.

One of the more advanced skeletal conjurations, I came up with the idea for him after many months of traveling with a rogue companion, who would follow as I led. I rather liked the concept.

Minion of Shadows: Words of Tenure, Words of Tenancy

After mastering the art of animating a pet in the likeness of a rogue, my thoughts briefly wandered to other forms of combat that I could imitate in my summonings. I briefly toyed with this pet, who indeed has many uses, although alas, I could not duplicate the ability to feign quite like a monk.

Appendix A: Tradeskill Recipes

Servant of Bones: Words of Apparition, Words of Tenancy

In another fit of creativity, I attempted to harness the power of a spectre in lieu of a skeleton. Much to my surprise, the effect was very reliable. The cost of channeling such power may prove high, but I have never been more pleased. I do hope you enjoy this one.

Emissary of Thule: Words of Control, Words of Tenancy, Words of Revenant

OTHER NECROMANCER SPELLS

Product	Trivial At	Components	Spell Level
Dead Men Floating	175–190	Words of Asylum, Words of Agony, Parchment, and a Quill	49
Sacrifice	175–190	Words of Eventide, Words of Annihilation, Parchment, and a Quill	51
Splurt	175–190	Words of Anguish, Words of Voiding, Parchment, and a Quill	51
Defoliation	175–190	Words of Pain, Words of Covert, Parchment, and a Quill	52
Scent of Terris	175–190	Words of Edification, Words of Anguish, Parchment, and a Quill	52
Convergence	175–190	Words of Decision, Words of Stimulation, Parchment, and a Quill	53
Minion of Shadows	175–190	Words of Tenure, Words of Tenancy, Parchment, and a Quill	53
Shadowbond	190–205	Words of Asylum, Words of Comprehension, Parchment, and a Quill	54
Thrall of Bones	190–205	Words of Control, Words of Energy, Parchment, and a Quill	54
Augmentation of Death	190–205	Words of Expedition, Words of Anguish, Parchment, and a Quill	55
Chill Bones	190–205	Words of Agony, Words of Intent, Parchment, and a Quill	55
Conglaciation of Bone	190–205	Words of Banshee, Words of Anguish, Parchment, and a Quill	55

OTHER NECROMANCER SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Infusion	190–205	Words of Constancy, Words of Comprehension, Parchment, and a Quill	55
Levant	190–205	Words of Recall, Words of Recourse, Parchment, and a Quill	55
Crippling Claudication	190–205	Words of Voiding, Words of Obliteration, Words of Divergence, Parchment, and a Quill	56
Demi Lich	190–205	Words of Awareness, Words of Tenancy, Words of Revenant, Parchment, and a Quill	56
Sedulous Subversion	190–205	Words of Awareness, Words of Exhilaration, Words of Sapience, Parchment, and a Quill	56
Servant of Bones	190–205	Words of Apparition, Words of Tenancy, Words of Revenant, Parchment, and a Quill	56
Conjure Corpse	205–220	Words of Constancy, Words of Covert, Words of Misery, Parchment, and a Quill	57
Mind Wrack	205–220	Words of Recall, Words of Distress, Words of Invigoration, Parchment, and a Quill	58
Quivering Veil of Xarn	205–220	Words of Asylum, Words of Energy, Words of Immunity, Parchment, and a Quill	58
Devouring Darkness	205–220	Words of Edification, Words of Holding, Words of Misery, Parchment, and a Quill	59

∞Appendix A: Tradeskill Recipes∞

Product	Trivial At	Components	Spell Level
Emissary of Thule	205–220	Words of Control, Words of Tenancy, Words of Revenant, Parchment, and a Quill	59
Arch Lich	220–235	Words of Banshee, Words of Anguish, Words of Divergence, Parchment, and a Quill	60
Banishment of Shadows	220–235	Words of Voiding, Words of Obliteration, Words of Abrogation, Parchment, and a Quill	60
Death Peace	220–235	Words of Decision, Words of Covert, Words of Immunity, Parchment, and a Quill	60
Enslave Death	220–235	Words of Control, Words of Stimulation, Words of Revenant, Parchment, and a Quill	60
Funeral Pyre of Kelador	220–235	Words of Pain, Words of Anguish, Words of Misery, Words of Torment, Parchment, and a Quill	60
Gangrenous Touch of Zum'uul	220–235	Words of Constancy, Words of Distress, Words of Abrogation, Parchment, and a Quill	60
Trucidation	220–235	Words of Apparition, Words of Intent, Words of Misery, Parchment, and a Quill	60
Zefveer's Theft of Vitae	220–235	Words of Recall, Words of Recourse, Words of Abrogation, Words of Retention, Parchment, and a Quill	60

WIZARD SPELLS

Must be created using the Sorcerer's Lexicon.

Ports/Movement: Tyrn's Thesis—Advanced Teleportation

By Sylen Tyrn, Sorcerer of Felwithe

Salutations. My fame as a premier wizard is well documented. I have not taken students, as they do take up so much of my precious time. I fear that should something happen to me, any knowledge of advanced travel would be lost. I am taking this moment to record some of my more advanced research regarding transportation, as it is clear I am leading the field in this regard. This type of knowledge is most useful, and it would be piteous for someone less schooled than I to err in scribing such findings.

As these studies are more advanced than any that have been before transcribed, please take care in using them lest you find yourself falling headlong into a pool of lava or in some other such inconvenient location. In order to craft them you will need to obtain a Sorcerer's Lexicon, as other forms of binding books are inferior. I do wish you the best of luck in your studies.

Oftentimes I would find myself caught up in a wondrous moment of discovery, only to find myself bothered by people who respected my work and wished me to take them places in a moment. I found this quite irritating, to be sure, and finally I grew so exasperated that I devoted a certain portion of my study to finding a way to send them off without me. At last I was successful.

Translocate: Rune of Transpose, Rune of Impulse

I stumbled across another useful form of travel while studying in the Skyfire Mountains with a circle of wizards much like myself. I found that I had the capacity to work much longer than they, and instead of constantly leaving along with them, I devised this method of allowing them to head home for the evening, without having to leave myself. I find it works quite well.

Translocate: Group—Rune of Transpose, Rune of Incendiary

With the growing popularity of my original Translocate spell, people asked me to come up with a way to send them to a specific point. This proved to be quite a bit more difficult than I first supposed, but after some clever reckoning on my end, I was able to find a reliable method.

Decession: Rune of Transpose, Rune of Incendiary, Rune of Complexity

The last of my advanced teleportation spells is most handy when a circle is caught unaware, or finds themselves in some form of trouble. I studied the runes for quite some time before I discovered a way to force the portals into opening more quickly, which proved safer for everyone involved. Use it well.

Evacuate: Rune of Transpose, Rune of Conjunction, Rune of Association

Appendix A: Tradeskill Recipes

Kandin Fireport: Utility Spells

Greetings! As I find myself growing a bit in years, I decided the time has come to sit down for a bit and organize some of my best findings in this world. There are wizards that seek power and others who travel to the ends of the world, and I am neither of these types. I suppose as a Gnome growing up amongst tinkers, I have always been a bit more interested in abstract forms of magic and what they can do. I am in a bit of a rush you see, for there is a grand fireworks display tonight in the mountains. My brother has been making the most interesting fireworks in Ak'Anon for years! I hope my findings serve you well.

This spell has kept me entertained for hours, you can tease your friends and outrun them, as well as escape any enemies that you may have angered. The only downside is when you manage to capture yourself as well! Be careful!

Atol's Spectral Shackles: Rune of Conglomeration, Rune of Incendiary

I have always been a bit forgetful, and blast it if every time I found myself stuck in some place, I had forgotten to bring along some bat wings! After much frustration, I found a way to recall the image of bat wings, and use it to the same effect. Very useful!

Levitation: Rune of Conglomeration, Rune of Current

Another thing that had always been most irritating was attempting to slip past a particularly nasty beast only to find old standby of Invisibility flickering and fading. More than once I found myself running for my life! After much study I was able to fashion this little spell, once cast, the concentration level is much lower, and I need not think to keep my invisibility safe every moment! It is not permanent, but should prove reliable.

Improved Invisibility: Rune of Amalgamation, Rune of Cascade

This is a neat little utility spell that I dreamed up one night while spending the evening in Erudin. Why not make a spell that allowed improved sight as well as the ability to see that which is not there? It was fairly simple to theorize, although a bit trickier to create.

Plainsight: Rune of Ellipse, Rune of Conjunction

My Eye of Zomm has served me quite well, but after many years I simply had to see what I could do with this spell. I tinkered with it a bit, and you could say this is a slightly improved version. I added a few features to him, play with it and you should be able to determine what they are.

Eye of Tallon: Rune of Tallon Zek, Rune of Coalition, Rune of Association

I created this spell on accident, while attempting to devise a way to breathe underwater (in which I was most unsuccessful regrettably), I accidentally coated my entire body in a shell of thick skin. Quite unnerving, but this accident has turned out to be a great discovery.

Manasink: Rune of Incitement, Rune of Impulse, Rune of Incitation

So popular was my mistaken spell, I suddenly found myself with many fans, clamoring for me to make their skin thick as well. I figured that this would be very difficult, but by applying a few simple calculations, I was able to project the energies outward. Interesting!

Spellshield: Rune of Incitement, Rune of Contradiction, Rune of Complexity

This spell is rather interesting. In an attempt to give us a pet such as magicians use, I attempted to animate some swords. Unfortunately, they did not prove worthy of pet status. They cause some amusement however!

Flaming Sword of Xuzl: Rune of Fennin Ro, Rune of Incendiary, Rune of Association**Demunir Scry—Nukes: Scry's Compendium of Destruction**

By Demunir Scry, Sorcerer of Destruction

My life has been devoted to the study of power, the power to destroy, to annihilate entire forces with a single wave of fire or ice. Following Solusek Ro has given me insight into the nature of such magic, and perhaps one day I shall be even as strong as he. As my studies have taken me to the far ends of the world, I see more and more up-and-coming following the path of the wizard. It saddens me to see so many struggling as they gain power, however, unable to grow beyond the teachings of their masters, who in turn, have no more to show them. I now share the secrets that have gotten me this far, to spread the knowledge of such destructive powers to those who would follow in my footsteps.

From time to time in my adventures I have found the need to stun an enemy for a time in order to call upon a more powerful casting to slay it. I decided that having two versions is better than one at a time and have worked to improve our former spell. This is the spell that I created.

Tishan's Discord: Rune of Alteration, Rune of Vortex

It is such a beautiful sight to see columns of pure magic rising to the air. This particular pillar harnesses the Essence of frost, and works well on enemies with a low resistance to the cold. Use it wisely, and it can exterminate even a grouping of them together.

Pillar of Frost: Rune of Prexus, Rune of Gale

This advanced form of repeating spell is useful in a variety of situations. By invoking the name of Druzzil, you should be able to bring forth three waves of pure energy upon an enemy. It makes me shiver to think upon it.

Appendix A: Tradeskill Recipes

Tears of Druzzil: Rune of Druzzil, Rune of Current

Another beautiful spell of destruction, calling upon this inferno causes waves of flame to flicker out as far as the eye can see, washing over any being in their path. One can almost envision the flames leaping from the ground at your very whim. A most powerful tool.

Inferno of Al'Kabor: Rune of Ellipse, Rune of Flash

Continuing with my work on spells that can conquer more than one enemy at a time, I turned to nature and studied storms. The destruction of lightning struck a chord in me, and after working with calling upon these forces I was able to craft this spell.

Pillar of Lightning: Rune of Alteration, Rune of Gale

Finding myself concentrating so hard on the runes that involved area spells, I found myself wishing for a new burst of direct power. So began the research that wrought this spell from pure magic.

Draught of Jiva: Rune of Draught, Rune of Glint

After experimenting with our ability to stun with a force of projected magic, I have melded together a portion of damage as well. The idea for this spell sprang from my former work with stuns and my continuing quest for the most truly detrimental powers available.

Markar's Discord: Rune of Alteration, Rune of Gale

So pleased was I with the flame effects from Inferno, I sought to create the counter for that spell through cold. I believe that I have been successful in this. The power necessary to invoke cold over such a large area is great, but the effect is quite spectacular.

Retribution of Al'Kabor: Rune of Ellipse, Rune of Vortex, Rune of Tempest

Pillars have had a long-standing effectiveness as well as being pleasing to the eye; I do believe they are my favorite form of destruction. Being short in range gives this particular spell a beautiful column that rises high into the sky, showing your strength to people all around.

Pillar of Flame: Rune of Fennin Ro, Rune of Conjunction, Rune of Divergency

Exploration of underwater areas has given me respect for the creations of Prexus, and much like Tears of Druzzil I honor this god with a show of true power. By invoking the name of Prexus, you can bring forth a rain of ice to overcome any that stand against you.

Tears of Prexus: Rune of Prexus, Rune of Gale, Rune of Tempest

Conquering gravity and twisting it has proven to be a true challenge to my abilities. The results, however, are most satisfying. Long ago we gained the ability to do so in a minor way with Gravity Flux, which was more of a tap at the forces of gravity that sent objects flying. This extension of that ability gives us the power to truly send foes flying, causing major damage when they right themselves.

***Invert Gravity: Rune of Opposition, Rune of Current, Rune of Tempest***

The last of my experimentation with the Al'Kabor line, again I am pleased. Calling upon this spell wreaks a swirling area of destructive magic that will swipe down any enemies near you without pause. The use of this spell requires much concentration and power, but the results are well worth it.

Vengeance of Al'Kabor: Rune of Ellipse, Rune of Antithesis, Rune of Incitation**Solomen's Restoration of Wizardry**

By Solomen, Faithful Scholar

The time of great wizards comes and goes, and so often these days we seem to lose them due to an overwhelming desire for power. This is truly unfortunate as the greatest discoveries of their time often go unrecorded. Most of the advanced teachings have been brought forward by such minds as Tyrn, Scry, and Firepot; however, even they have suffered terribly.

Of late I find myself traveling to the great Plane of Knowledge and poring over the books and scrolls to be found there. I do believe the ultimate teachings of wizardry to be missing, and at last I have come to the conclusion that perhaps I, with all of my histories and stories kept here in the Temple of Solusek Ro, have the final secrets. After many years of carefully piecing together writings of the late great Masters, I have restored the end teachings. Please be careful with them, lest the thirst for power overtake you as well.

This grandiose spell seems perhaps to be one of the final workings of Scry, from the documents I have found he seems to have been crafting one final ice, fire, and some obscure spell of sundering. I await the last few scrolls to be deciphered, but for now there is this, and it is indeed powerful.

Ice Spear of Solist: Rune of Prexus, Rune of Gale, Rune of Divergency

The origin of this spell is unknown; perhaps some ancient wizard of the north had mastered the power of storms. Some experimentation has shown me a great gale wind of a frozen nature. I nearly froze the lava pools outside our beloved temple.

Winds of Gelid: Rune of Opposition, Rune of Impulse, Rune of Tempest

The fire installment of Scry's few final creations, this spell is incredible. It seems so hot as to actually be calling rays of the sun down into Norrath, and thus I have given it this name. Flames erupt from any target you direct it towards. Use caution!

Appendix A: Tradeskill Recipes

Sunstrike: Rune of Amalgamation, Rune of Glint, Rune of Coruscating

Much to my surprise, due to the destructive nature of this spell, it was Firepot and not Scry that attempted to destroy the scroll. He believed it to be much overpowered and outside his line of study, a freak accident while attempting to perfect some effects on a spell he was working on. Perhaps it is lucky that Scry was lost before he learned of this power.

Disintegrate: Rune of Incitement, Rune of Antithesis, Rune of Incitation

This spell also hails from unknown origin. I stumbled across the rune names scrawled on a portion of parchment and attempted it myself. It proves rather effective in combat, without the devastating effects wrought by some of the others.

Lure of Ice: Rune of Syngery, Rune of Current, Rune of Incitation

A most novel idea, at one of his brother's fireworks displays, Kandin Firepot once again attempted to bring forth a pet such as magicians use. Much to his surprise, he was partially successful, although the familiar seemed to be more for moral support and company than damage itself. Unfortunately, this was one of his last works, along with the enhancement for them.

Greater Familiar: Rune of Amalgamation, Rune of Conjunction, Rune of Association

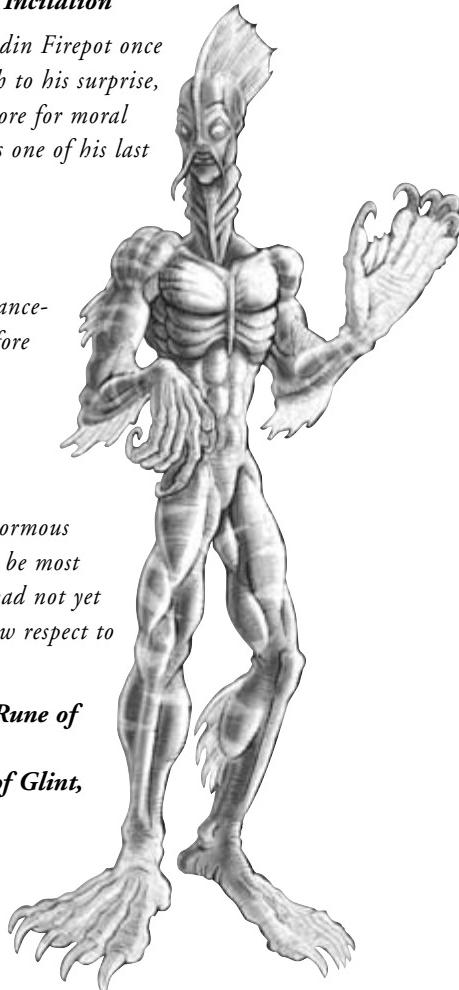
The spell is named Firetree for the scholar that perfected the enhancements, although Kandin conceptualized the spell itself shortly before his accident. Both deserve a measure of credit in this.

Firetree's Familiar Enhancement: Rune of Conglomeration, Rune of Contortion, Rune of Complexity

The final two spells that I have included in this volume carry enormous weight and should be used only when absolutely necessary. Please be most careful! They were found in the diary of Scry, although even he had not yet attempted to use them. Where he heard of them, I know not. Show respect to the fathers of your class, as I hope that I have done. Good luck!

Elnerrick's Electrical Rending: Rune of Amalgamation, Rune of Vortex, Rune of Tempest, Rune of Zephyr

Garrison's Superior Sundering: Rune of Ellipse, Rune of Glint, Rune of Coruscating, Rune of Scintillation



OTHER WIZARD SPELLS

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Translocate	175–190	Rune of Transpose, Rune of Impulse, Parchment, and a Quill	50
Atol's Spectral Shadows	175–190	Rune of Conglomeration, Rune of Incendiary, Parchment, and a Quill	51
Levitation	175–190	Rune of Conglomeration, Rune of Current, Parchment, and a Quill	51
Pillar of Frost	175–190	Rune of Prexus, Rune of Gale, Parchment, and a Quill	51
Tishan's Discord	175–190	Rune of Alteration, Rune of Vortex, Parchment, and a Quill	51
Tears of Druzzil	175–190	Rune of Druzzil, Rune of Current, Parchment, and a Quill	52
Translocate Group	175–190	Rune of Transpose, Rune of Incendiary, Parchment, and a Quill	52
Inferno of Al'kabor	175–190	Rune of Ellipse, Rune of Flash, Parchment, and a Quill	53
Pillar of Lightning	190–205	Rune of Alteration, Rune of Gale, Parchment, and a Quill	54
Draught of Jiva	190–205	Rune of Draught, Rune of Glint, Parchment, and a Quill	55
Improved Invisibility	190–205	Rune of Amalgamation, Rune of Cascade, Parchment, and a Quill	55
Plainsight	190–205	Rune of Ellipse, Rune of Conjunction, Parchment, and a Quill	55

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Decession	190–205	Rune of Transpose, Rune of Incendiary, Rune of Complexity, Parchment, and a Quill	56
Markar's Discord	190–205	Rune of Alteration, Rune of Coalition, Parchment, and a Quill	56
Retribution of Al'kabor	190–205	Rune of Ellipse, Rune of Vortex, Rune of Tempest, Parchment, and a Quill	56
Evacuate	205–220	Rune of Transpose, Rune of Conjunction, Rune of Association, Parchment, and a Quill	57
Eye of Tallon	205–220	Rune of Tallon Zek, Rune of Coalition, Rune of Association, Parchment, and a Quill	57
Pillar of Flame	205–220	Rune of Fennin Ro, Rune of Conjunction, Rune of Divergency, Parchment, and a Quill	57
Manasink	205–220	Rune of Incitement, Rune of Impulse, Rune of Incitation, Parchment, and a Quill	58
Spellshield	205–220	Rune of Incitement, Rune of Contradiction, Rune of Complexity, Parchment, and a Quill	58
Tears of Prexus	205–220	Rune of Prexus, Rune of Gale, Rune of Tempest, Parchment, and a Quill	58
Flaming Sword of Xuzl	205–220	Rune of Fennin Ro, Rune of Incendiary, Rune of Association, Parchment, and a Quill	59

OTHER WIZARD SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Invert Gravity	205–220	Rune of Opposition, Rune of Current, Rune of Tempest, Parchment, and a Quill	59
Vengeance of Al'kabor	205–220	Rune of Ellipse, Rune of Antithesis, Rune of Incitation, Parchment, and a Quill	59
Disintegrate	220–235	Rune of Incitement, Rune of Antithesis, Rune of Incitation, Parchment, and a Quill	60
Elnerick's Electrical Rendering	220–235	Rune of Amalgamation, Rune of Vortex, Rune of Tempest, Rune of Zephyr, Parchment, and a Quill	60
Firetree's Familiar Enhancement	220–235	Rune of Conglomeration, Rune of Cascade, Rune of Complexity, Parchment, and a Quill	60
Garrison's Superior Sundering	220–235	Rune of Ellipse, Rune of Glint, Rune of Corsucating, Rune of Scintillation, Parchment, and a Quill	60
Greater Familiar	220–235	Rune of Amalgamation, Rune of Conjunction, Rune of Association, Parchment, and a Quill	60
Ice Spear of Solist	220–235	Rune of Prexus, Rune of Gale, Rune of Divergency, Parchment, and a Quill	60
Lure of Ice	220–235	Rune of Synergy, Rune of Current, Rune of Incitation, Parchment, and a Quill	60
Sunstrike	220–235	Rune of Amalgamation, Rune of Glint, Rune of Corsucating, Parchment, and a Quill	60
Winds of Gelid	220–235	Rune of Opposition, Rune of Impulse, Rune of Tempest, Parchment, and a Quill	60

Appendix A: Tradeskill Recipes

RESEARCHING PRIEST SPELLS

The designers of *EverQuest* added the ability for intelligence casters (enchanters, magicians, necromancers, and wizards) to use their research ability to create spell scroll for wisdom casters. We've detailed all of the components needed to research those spells.

A Call to Nature: The Ability to Research Druid Spells

By Frieza Greenbaum

Volume 1

The work of wizards and druids has run in tandem for some time. While it is true that druidism relies upon a closer association with Nature than does wizardry, the types of work have long been similar in practice.

While working closely with some of the great wizard masters as they compiled their advanced teachings, I discovered that by using common elements of the world around us, the capability to research some of these advanced druid spells does exist! It brings me great pleasure to be able to share this with my contemporaries who follow this discipline, as their work is so closely related to mine. Below are the results of my study; I do believe you will be pleasantly surprised.

CLERIC SPELLS

Product	Trivial At	Components	Spell Level
Improved Invis to Undead	220–235	Words of Constancy, Rune of Antithesis, Quill, and A Piece of Parchment	50
Death Pact	220–235	Words of Asylum, Part of Toharon's Memoir page 18 (right), Quill, and A Piece of Parchment	51
Sunskin	220–235	Words of Expedition, Rune of Coalition, Quill, and A Piece of Parchment	51
Heroic Bond	220–235	Staff Shard of Luclin, Part of Toharon's Memoir page 21 (right), Quill, and A Piece of Parchment	52

CLERIC SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Upheaval	220–235	Rune of Amalgamation, Dew Clover, Quill, and A Piece of Parchment	52
Word of Vigor	220–235	Writ of Quellious, Part of Yaeth's Compendium page 70 (right), Quill, and A Piece of Parchment	52
Yaulp IV	220–235	Rune of Incitement, Part of Toharon's Memoir page 15 (right), Quill, and A Piece of Parchment	53
Reckoning	220–235	Rune of Alteration, Sliver of Moonstone, Quill, and A Piece of Parchment	54
Remove Greater Curse	175–190	Words of Apparition, Part of Yaeth's Compendium page 73 (right), Quill, and A Piece of Parchment	54
Fortitude	175–190	Flame of Fennin, Part of Toharon's Memoir page 21 (right), Quill, and A Piece of Parchment	55
Stun Command	175–190	Rune of Transpose, Flake of Lodestone, Quill, and A Piece of Parchment	55
Hammer of Judgement	175–190	Staff Shard of Luclin, Flake of Lodestone, Part of Finnok's Treatise page 2 (left), Quill, and A Piece of Parchment	56
Judgement	190–205	Rune of Ellipse, Words of Annihilation, Words of Misery, Quill, and A Piece of Parchment	56

∞Appendix A: Tradeskill Recipes∞

Product	Trivial At	Components	Spell Level
Mark of Karn	175–190	Rune of Gale, Part of Toharon's Memoir page 18 (right), Words of Expertise, Quill, and A Piece of Parchment	56
Paralyzing Earth	175–190	Rune of Opposition, Flake of Lodestone, Rune of Incitation, Quill, and A Piece of Parchment	56
Yaulp V	175–190	Rune of Flash, Part of Toharon's Memoir page 21 (right), Words of Capacity, Quill, and A Piece of Parchment	56
Aegis	190–205	Scales of Veeshan, Part of Toharon's Memoir page 18 (right), Toharon's Memoir page 19 (full), Quill, and A Piece of Parchment	57
Word of Restoration	190–205	Part of Yaeth's Compendium page 72 (left), Dew Clover, Yaeth's Compendium page 92 (full), Quill, and A Piece of Parchment	57
Antidote	190–205	Part of Yaeth's Compendium page 70 (left), Primordial Substance, Yaeth's Compendium page 98 (full), Quill, and A Piece of Parchment	58
Blessed Armor of the Risen	205–220	Bolts of Tallon, Words of Recourse, Words of Expertise, Quill, and A Piece of Parchment	58
Enforced Reverence	190–205	Rune of Synergy, Rune of Glint, Words of Immunity, Quill, and A Piece of Parchment	58

**CLERIC SPELLS CONTINUED**

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Ethereal Light	205–220	Part of Yaeth's Compendium page 25 (left), Part of Yaeth's Compendium page 25 (right), Words of Virtue, Quill, and A Piece of Parchment	58
Hammer of Divinity	205–220	Staff Shard of Luclin, Rune of Gale, Part of Finnok's Treatise page 2 (left), Quill, and A Piece of Parchment	58
Naltron's Mark	205–220	Part of Toharon's Memoir page 18 (left), Etched Signet, Toharon's Memoir page 22 (full), Quill, and A Piece of Parchment	58
Ethereal Remedy	205–220	Part of Yaeth's Compendium page 78 (left), Flake of Lodestone, Yaeth's Compendium page 113 (full), Quill, and A Piece of Parchment	59
The Unspoken Word	205–220	Words of Recall, Rune of Impulse, Words of Invigoration, Quill, and A Piece of Parchment	59
Aegolism	205–220	Card of Bristlebane, Runed Emblem, Toharon's Memoir page 22 (full), Quill, and A Piece of Parchment	60
Banishment of Shadows	205–220	Rune of Conglomeration, Rune of Contradiction, Words of Abrogation, Quill, and A Piece of Parchment	60
Blessing of Aegolism	205–220	Writ of Quellious, Etched Signet, page 26 Yaeth's Compendium (left), page 26 Yaeth's Compendium (right), Quill, and A Piece of Parchment	60

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Spell Level
Divine Intervention	205–220	Part of Toharon's Memoir page 21 (left), Words of Recourse, Toharon's Memoir page 22 (full), Quill, and A Piece of Parchment	60
Ethereal Elixir	205–220	Part of Yaeth's Compendium page 114 (left), Dew Clover, Rune of Complexity, Quill, and A Piece of Parchment	60
Hammer of Souls	220–235	Staff Shard of Luclin, Words of Comprehension, Part of Finnak's Treatise page 2 (left), Quill, and A Piece of Parchment	60
Marzin's Mark	220–235	Coin of Xev, Runed Emblem, Yaeth's Compendium page 81 (full), Rune of Zephyr, Quill, and A Piece of Parchment	60
Word of Redemption	205–220	Rune of Conglomeration, Part of Yaeth's Compendium page 114 (right), Yaeth's Compendium page 108 (full), Quill, and A Piece of Parchment	60

DRUID SPELLS

Product	Trivial At	Components	Spell Level
Improved Superior Camouflage	175–190	Rune of Synergy, Part of Yaeth's Compendium page 61 (right), Quill, and A Piece of Parchment	50
Circle of Winter	175–190	Rune of Draught, Primordial Substance, Quill, and A Piece of Parchment	51
Everlasting Breath	175–190	Part of Yaeth's Compendium page 50 (left), Sliver of Moonstone, Quill, and A Piece of Parchment	51

DRUID SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Levitation	175–190	Part of Yaeth's Compendium page 70 (left), Dew Clover, Quill, and A Piece of Parchment	51
Upheaval	220–235	Rune of Amalgamation, Dew Clover, Quill, and A Piece of Parchment	51
Call of Karana	175–190	Mist of Povar, Rune of Coalition, Quill, and A Piece of Parchment	52
Circle of Summer	175–190	Rune of Ellipse, Flake of Lodestone, Quill, and A Piece of Parchment	52
Glamour of Tunare	190–205	Part of Toharon's Memoir page 18 (left), Primordial Substance, Quill, and A Piece of Parchment	53
Spirit of Scale	175–190	Part of Yaeth's Compendium page 80 (left), Dew Clover, Quill, and A Piece of Parchment	53
Blizzard	205–220	Rune of Gale, Runed Emblem, Quill, and A Piece of Parchment	54
Form of the Howler	190–205	Part of Yaeth's Compendium page 65 (left), Primordial Substance, Quill, and A Piece of Parchment	54
Remove Greater Curse	175–190	Words of Apparition, Part of Yaeth's Compendium page 73 (right), Quill, and A Piece of Parchment	54
Girdle of Karana	205–220	Coin of Xev, Part of Yaeth's Compendium page 63 (right), Quill, and A Piece of Parchment	55

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Spell Level
Nature Walkers Behest	205–220	Coin of Xev, Words of Tenancy, Quill, and A Piece of Parchment	55
Tunare's Request	205–220	Part of Yaeth's Compendium page 70 (left), Etched Signet, Quill, and A Piece of Parchment	55
Breath of Karana	205–220	Rune of Alteration, Etched Signet, Words of Abrogation, Quill, and A Piece of Parchment	56
Ro's Smoldering Disjunction	205–220	Rune of Flash, Flake of Lodestone, Rune of Coruscating, Quill, and A Piece of Parchment	56
Wake of Karana	205–220	Part of Yaeth's Compendium page 72 (left), Runed Emblem, Rune of Divergency, Quill, and A Piece of Parchment	56
Bonds of Tunare	205–220	Rune of Conglomeration, Words of Holding, Words of Expertise, Quill, and A Piece of Parchment	57
Frost	205–220	Rune of Draught, Dew Clover, Rune of Tempest, Quill, and A Piece of Parchment	57
Succor	205–220	Rune of Opposition, Rune of Contradiction, Yaeth's Compendium page 81 (full), Quill, and A Piece of Parchment	57
Circle of Seasons	205–220	Rune of Conglomeration, Etched Signet, Rune of Tempest, Quill, and A Piece of Parchment	58
Fist of Karana	205–220	Part of Zeannor's Thesis page 14 (left), Rune of Flash, Rune of Incitation, Quill, and A Piece of Parchment	58

DRUID SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Regrowth of the Grove	205–220	Part of Yaeth's Compendium page 78 (left), Dew Clover, Yaeth's Compendium page 92 (full), Quill, and A Piece of Parchment	58
Legacy of Thorn	205–220	Scales of Veeshan, Rune of Incendiary, Words of Expertise, Quill, and A Piece of Parchment	59
Spirit of Oak	205–220	Bolts of Tallon, Part of Yaeth's Compendium page 94 (right), Yaeth's Compendium page 95 (full), Quill, and A Piece of Parchment	59
Banishment	220–235	Words of Agony, Words of Obliteration, Rune of Divergency, Quill, and A Piece of Parchment	60
Entrapping Roots	220–235	Rune of Amalgamation, Words of Covert, Rune of Association, Quill, and A Piece of Parchment	60
Form of the Hunter	220–235	Part of Yaeth's Compendium page 94 (left), Part of Yaeth's Compendium page 94 (right), Words of Virtue, Quill, and A Piece of Parchment	60
Mask of the Hunter	220–235	Card of Bristlebane, Dew Clover, Yaeth's Compendium page 115 (full), Quill, and A Piece of Parchment	60
Mask of the Stalker	220–235	Part of Yaeth's Compendium Page 117 (left), Dew Clover, Part of Yaeth's Compendium page 118 (left), Rune of Zephyr, Quill, and A Piece of Parchment	60

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Moonfire	220–235	Rune of Flash, Flake of Lodestone, Rune of Coruscating, Words of Potence, Quill, and A Piece of Parchment	60
Nature's Recovery	220–235	Part of Yaeth's Compendium page 102 (left), Dew Clover, Yaeth's Compendium page 83 (full), Quill, and A Piece of Parchment	60
Protection of the Glades	220–235	Part of Toharon's Memoir page 21 (left), Runed Emblem, Toharon's Memoir page 22 (full), Quill, and A Piece of Parchment	60

SHAMAN SPELLS

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Spirit Quickening	175–190	Page 50 Yaeth's Compendium, Etched Signet, Quill, and A Piece of Parchment	50
Everlasting Breath	175–190	Part of Yaeth's Compendium page 50 (left), Sliver of Moonstone, Quill, and A Piece of Parchment	51
Levitation	175–190	Part of Yaeth's Compendium page 70 (left), Dew Clover, Quill, and A Piece of Parchment	51
Talisman of Jasinth	175–190	Coin of Xev, Words of Tenure, Quill, and A Piece of Parchment	51
Insidious Decay	175–190	Words of Pain, Flake of Lodestone, Quill, and A Piece of Parchment	52
Primal Essence	175–190	Mist of Povar, Part of Yaeth's Compendium page 73 (right), Quill, and A Piece of Parchment	52

SHAMAN SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Spirit of Scale	175–190	Part of Yaeth's Compendium page 80 (left), Dew Clover, Quill, and A Piece of Parchment	52
Cripple	175–190	Words of Voiding, Part of Yaeth's Compendium page 80 (right), Quill, and A Piece of Parchment	53
Talisman of Shadoo	175–190	Card of Bristlebane, Part of Yaeth's Compendium page 78 (right), Quill, and A Piece of Parchment	53
Remove Greater Curse	175–190	Words of Apparition, Part of Yaeth's Compendium page 73 (right), Quill, and A Piece of Parchment	54
Shroud of the Spirits	175–190	Words of Apparition, Part of Yaeth's Compendium page 82 (right), Quill, and A Piece of Parchment	54
Form of the Great Bear	190–205	Part of Yaeth's Compendium page 50 (left), Sliver of Moonstone, Quill, and A Piece of Parchment	55
Spirit of the Howler	190–205	Part of Finnok's Treatise page 2 (left), Flake of Lodestone, Quill, and A Piece of Parchment	55
Torrent of Poison	190–205	Rune of Amalgamation, Words of Distress, Quill, and A Piece of Parchment	55
Acumen	190–205	Rune of Ellipse, Words of Knowledge, Words of Expertise, Quill, and A Piece of Parchment	56

∞Appendix A: Tradeskill Recipes∞

Product	Trivial At	Components	Spell Level
Bane of Nife	205–220	Words of Agony, Primordial Substance, Words of Misery, Quill, and A Piece of Parchment	56
Regrowth of Dar Khura	205–220	Part of Yaeth's Compendium page 78 (left), Runed Emblem, Yaeth's Compendium page 81 (full), Quill, and A Piece of Parchment	56
Malosini	205–220	Words of Recall, Words of Annihilation, Words of Virtue, Quill, and A Piece of Parchment	57
Talisman of the Brute	205–220	Part of Yaeth's Compendium page 61 (left), Words of Comprehension, Words of Capacity, Quill, and A Piece of Parchment	57
Talisman of the Cat	205–220	Part of Yaeth's Compendium page 50 (left), Runed Emblem, Rune of Divergency, Quill, and A Piece of Parchment	57
Acumen of Dar Khura	205–220	Rune of Alteration, Words of Intent, Words of Capacity, Quill, and A Piece of Parchment	58
Cannibalize IV	205–220	Part of Yaeth's Compendium page 63 (left), Words of Exhilaration, Rune of Divergency, Quill, and A Piece of Parchment	58
Talisman of Epuration	205–220	Part of Yaeth's Compendium page 82 (left), Dew Clover, Words of Invigoration, Quill, and A Piece of Parchment	58

SHAMAN SPELLS CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Talisman of the Rhino	205–220	Part of Yaeth's Compendium page 65 (left), Words of Stimulation, Words of Capacity, Quill, and A Piece of Parchment	58
Talisman of the Serpent	205–220	Part of Yaeth's Compendium page 73 (left), Etched Signet, Words of Sapience, Quill, and A Piece of Parchment	58
Tigir's Insects	205–220	Words of Anguish, Words of Distress, Words of Expertise, Quill, and A Piece of Parchment	58
Pox of Bertoxxulous	220–235	Words of Agony, Flake of Lodestone, Words of Revenant, Quill, and A Piece of Parchment	59
Talisman of the Raptor	205–220	Part of Yaeth's Compendium page 91 (left), Dew Clover, Words of Immunity, Quill, and A Piece of Parchment	59
Voice of the Berserker	220–235	Rune of Incitement, Sliver of Moonstone, Words of Propriety, Quill, and A Piece of Parchment	59
Avatar	220–235	Part of Yaeth's Compendium page 112 (left), Part of Yaeth's Compendium page 112 (right), Words of Virtue, Quill, and A Piece of Parchment	60
Focus of Spirit	220–235	Part of Yaeth's Compendium page 104 (left), Words of Energy, Yaeth's Compendium page 105 (full), Quill, and A Piece of Parchment	60

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Spell Level</i>
Khura's Focusing	220–235	Part of Yaeth's Compendium page 114 (left), Etched Signet, Yaeth's Compendium page 115 (full), Quill, and A Piece of Parchment	60
Malo	220–235	Staff Shard of Luclin, Words of Energy, Yaeth's Compendium page 108 (full), Words of Retention, Quill, and A Piece of Parchment	60
Torpor	220–235	Part of Yaeth's Compendium page 107 (left), Words of Sapience, Words of Revenant, page 118 Yaeth's Compendium (right), Quill, and A Piece of Parchment	60

SMITHING

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>
Elm Handled Shears	130–145	Elm Bow Staff, Metal Bits, Shears Mold, and a Water Flask
Hickory Handled Shears	130–145	Hickory Bow Staff, Metal Bits, Shears Mold, and a Water Flask
Antonican Needle	130–145	Vital Essence and an Embroidery Needle
Cabilisan Needle	130–145	Cabilis Essence and an Embroidery Needle
Clockwork Needle	130–145	Clockwork Essence and an Embroidery Needle
Erud Needle	130–145	Erud's Essence and an Embroidery Needle
Fier'Dal Needle	130–145	Faydark Essence and an Embroidery Needle
Teir'Dal Needle	130–145	Nektulos Essence and an Embroidery Needle

TAILORING

NOTE

Purchase silver, gold, and platinum ribbons from Kwyllon Geerlok in the lighthouse in the Gulf of Gunthak. Items in italics are returned, whether the recipe succeeds or fails.

<i>Product</i>	<i>Trivial At Components</i>	<i>Effect/Notes</i>
Folded Bearskin Potion Bag	160–175 Thick Grizzly Bear Skin, Silk Cord, and a Gold Ribbon	Lore: Summons a Lore, No Drop, foldable bearskin potion bag with 10 small slots
Folded Medicine Bag	130–145 High-quality Bear Skin and a Silver Ribbon	Lore: Summons a Lore, No Drop, foldable medicine bag with 6 large slots
Golden Beige Ribbon	160–175 Golden Ribbon, Bamboo Dye, and <i>Elm Handled Shear</i>	N/A
Golden Black Ribbon	160–175 Golden Ribbon, Ashen Dye, and <i>Elm Handled Shears</i>	N/A
Golden Blue Ribbon	160–175 Golden Ribbon, Ocean Dye, and <i>Hickory Handled Shears</i>	N/A
Golden Brown Ribbon	160–175 Golden Ribbon, Maneater Dye, and <i>Elm Handled Shears</i>	N/A
Golden Crimson Ribbon	160–175 Golden Ribbon, Sylvan Dye, and <i>Hickory Handled Shears</i>	N/A
Golden Cyan Ribbon	160–175 Golden Ribbon, Plains Dye, and <i>Hickory Handled Shears</i>	N/A

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect/Notes
Golden Forest Green Ribbon	160–175	Golden Ribbon, Lichen Dye, and <i>Elm Handled Shears</i>	N/A
Golden Grey Ribbon	160–175	Golden Ribbon, Cursed Dye, and <i>Hickory Handled Shears</i>	N/A
Golden Indigo Ribbon	160–175	Golden Ribbon, Berry Dye, and <i>Hickory Handled Shears</i>	N/A
Golden Seagreen Ribbon	160–175	Golden Ribbon, Cauldron Dye and <i>Elm Handled Shears</i>	N/A
Golden Teal Ribbon	160–175	Golden Ribbon, Jaggedpine Dye, and <i>Elm Handled Shears</i>	N/A
Golden White Ribbon	160–175	Golden Ribbon, Steam Dye, and <i>Hickory Handled Shears</i>	N/A
Platinum Beige Ribbon	175–190	Platinum Ribbon, Bamboo Dye, and <i>Elm Handled Shears</i>	N/A
Platinum Black Ribbon	175–190	Platinum Ribbon, Ashen Dye, and <i>Elm Handled Shears</i>	N/A
Platinum Blue Ribbon	175–190	Platinum Ribbon, Ocean Dye, and <i>Elm Handled Shears</i>	N/A
Platinum Brown Ribbon	175–190	Platinum Ribbon, Maneater Dye, and <i>Elm Handled Shears</i>	N/A
Platinum Crimson Ribbon	175–190	Platinum Ribbon, Sylvan Dye, and <i>Elm Handled Shears</i>	N/A

TAILORING CONTINUED

Product	Trivial At	Components	Effect/Notes
Platinum Cyan Ribbon	175–190	Platinum Ribbon, Plains Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Platinum Forest Green Ribbon	175–190	Platinum Ribbon, Lichen Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Platinum Grey Ribbon	175–190	Platinum Ribbon, Cursed Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Platinum Indigo Ribbon	175–190	Platinum Ribbon, Berry Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Platinum Seagreen Ribbon	175–190	Platinum Ribbon, Cauldron Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Platinum Teal Ribbon	175–190	Platinum Ribbon, Jaggedpine Dye, and <i>Elm Handled Shears</i>	N/A
Platinum White Ribbon	175–190	Platinum Ribbon, Steam Dye, and <i>Elm</i> <i>Handled Shears</i>	N/A
Silvery Beige Ribbon	110–125	Silver Ribbon, Bamboo Dye, and <i>Hickory</i> <i>Handled Shears</i>	N/A
Silvery Black Ribbon	110–125	Silver Ribbon, Ashen Dye, and <i>Hickory</i> <i>Handled Shears</i>	N/A
Silvery Blue Ribbon	110–125	Silver Ribbon, Ocean Dye, and <i>Hickory</i> <i>Handled Shears</i>	N/A
Silvery Brown Ribbon	110–125	Silver Ribbon, Maneater Dye, and <i>Hickory</i> <i>Handled Shears</i>	N/A

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect/Notes
Silvery Crimson Ribbon	110–125	Silver Ribbon, Sylvan Dye, and <i>Hickory Handled Shears</i>	N/A
Silvery Cyan Ribbon	110–125	Silver Ribbon, Plains Dye, and <i>Hickory Handled Shears</i>	N/A
Silvery Forest Green Ribbon	110–125	Silver Ribbon, Lichen Dye, and <i>Hickory Handled Shears</i>	N/A
Silvery Grey Ribbon	110–125	Silver Ribbon, Cursed Dye, and <i>Hickory Handled Shears</i>	N/A
Silvery Indigo Ribbon	110–125	Silver Ribbon, Berry Dye and <i>Hickory Handled Shears</i>	N/A
Silvery Seagreen Ribbon	110–125	Silver Ribbon, Cauldron Dye and <i>Hickory Handled Shears</i>	N/A
Silvery Teal Ribbon	110–125	Silver Ribbon, Jaggedpine Dye, and <i>Hickory Handled Shears</i>	N/A
Silvery White Ribbon	110–125	Silver Ribbon, Steam Dye and <i>Hickory Handled Shears</i>	N/A

CASTER ROBE RECIPES

All of the robe recipes must be combined using the advanced spell research containers. These containers can be obtained from Researcher Alvarik in the Gulf of Gunthak (to be "advanced" enough to obtain this container, your research skill must be over 100).

NOTE

The robes created by these recipes can be worn by any intelligence caster of any race. However, each of the robe patterns can only be obtained by a certain race.

Obtain the *Antonican Robe Pattern* by speaking to Trithalis Leredar in West Freeport. She gives these no-drop patterns only to true Humans.

Obtain the *Cabilisan Robe Pattern* by speaking to Pagnar Vng in East Cabilis. He gives these no-drop patterns only to true Iksar.

Obtain the *Dark Robe Pattern* by speaking to Javan TaVas in the Neriak Foreign Quarter. He gives these no-drop patterns only to true Dark Elves.

Obtain the *Erudian Robe Pattern* by speaking to Valani Gadrieck in Erudin. She gives these no-drop patterns only to true Erudites.

Obtain the *Fier'Dal Robe Pattern* by speaking to Chenori Berinal in North Felwithe. She gives these no-drop patterns only to true High Elves.

Obtain the *Oxidized Robe Pattern* by speaking to Tesil Gludien in Ak'Anon. He gives these no-drop patterns only to true Gnomes.

ANTONICAN ROBES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Robe of Mana	205–220	Mana Scribed Swatch, Silvery Cyan Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +8, CHA +2, INT +5, Fire Save +10
Robe of Scent	220–235	Scent Etched Swatch, Silvery Teal Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +9, INT +6, STA +4, HP +10, Disease Save +10
Robe of Concussion	220–235	Concussion Runed Swatch, Golden Cyan Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +9, DEX +6, INT +8, Mana +20, Magic Save +15

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Robe of Lodestone	235–250	Lodestone Etched Swatch, Golden Teal Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +10, INT +9, STA +7, HP +20, Cold Save +10, Fire Save +5
Robe of Obliteration	>250	Obliteration Scribed Swatch, Platinum Cyan Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +10, CHA +5, INT +10, STA +5, HP +20, Mana +15
Robe of Capacity	>250	Capacity Scribed Swatch, Platinum Teal Ribbon, <i>Antonican Needle</i> , and an Antonican Robe Pattern	AC +11, DEX +6, INT +11, STA +6, HP +30, Mana +20, Poison Save +20; Effect: Reagent Conservation III

NOTE

Items in *italics* are returned, whether the recipe succeeds or fails.

CABILISAN ROBES

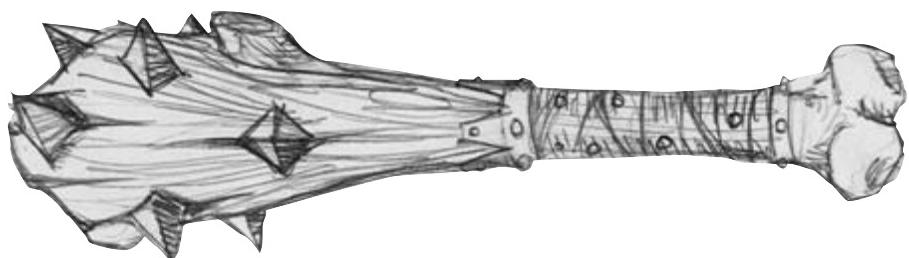
<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Robe of Abatement	205–220	Abatement Scribed Swatch, Silvery Indigo Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +8, CHA +1, INT +5, STA +1, Disease Save +5, Poison Save +5
Robe of Obligation	220–235	Obligation Scribed Swatch, Silvery Brown Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +9, CHA +2, INT +6, STA +2, Mana +10, Disease Save +6, Poison Save +6

CABILISAN ROBES CONTINUED

Product	Trivial At	Components	Effect/Notes
Robe of Requisition	220–235	Requisition Scribed Swatch, Golden Indigo Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +9, CHA +3, INT +8, STA +3, HP +10, Mana +10, Disease Save +7, Poison Save +7
Robe of Asylum	235–250	Asylum Scribed Swatch, Golden Brown Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +10, CHA +4, INT +9, STA +4, HP +10, Mana +15, Disease Save +8, Poison Save +8
Robe of Tenancy	>250	Tenancy Scribed Swatch, Platinum Indigo Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +10, CHA +5, INT +10, STA +5, HP +15, Mana +20, Disease Save +9, Poison Save +9
Robe of Misery	>250	Misery Scribed Swatch, Platinum Brown Ribbon, <i>Cabilisan Needle</i> , and a Cabilisan Robe Pattern	AC +11, CHA +6, INT +11, STA +6, HP +25, Mana +25, Disease Save +10, Poison Save +10, Effect: Burning Affliction III

NOTE

Items in italics are returned, whether the recipe succeeds or fails.



Appendix A: Tradeskill Recipes

DARK ROBES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Robe of the Cyclone	205–220	Cyclone Runed Swatch, Silvery Grey Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +8, DEX +2, INT +5, Cold Save +4, Fire Save +3, Magic Save +3
Robe of Burnishing	220–235	Burnish Scribed Swatch, Silvery Black Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +9, AGI +2, CHA +2, INT +6, HP +5, Mana +5, Disease Save +6, Poison Save +6
Robe of Wings	220–235	Wing Etched Swatch, Golden Grey Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +9, DEX +3, INT +8, STA 3, HP +10, Mana +5, Disease Save +7, Cold Save +7
Robe of Ellipse	235–250	Ellipse Runed Swatch, Golden Black Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +10, DEX +5, INT +9, STA +3, HP +10, Mana +15, Fire Save +8, Magic Save +8
Robe of Argli	>250	Argli Scribed Swatch, Platinum Grey Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +10, CHA +5, DEX +2, INT +10, STA +3, HP +10, Mana +25, All Saves +4
Robe of Abrogation	>250	Abrogation Scribed Swatch, Platinum Black Ribbon, <i>Teir`Dal Needle</i> , and a Dark Robe Pattern	AC +11, CHA +2, INT +11, STA +10, HP +45, Fire Save +10, Poison Save +10, Effect: Aura of Healing (regeneration of 2 hit points every 6 seconds)

NOTE

Items in italics are returned, whether the recipe succeeds or fails.

ERUDIAN ROBES

Product	Trivial At	Components	Effect/Notes
Robe of the Radiant	205–220	Radiant Scribed Swatch, Silvery Blue Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +8, CHA +2, INT +5, Cold Save +3, Fire Save +3, Magic Save +3
Robe of the Inverse	220–235	Inverse Runed Swatch, Silvery Beige Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +9, DEX +4, INT +6, Mana +10, Magic Save +10
Robe of the Ethereal	220–235	Ethereal Scribed Swatch, Golden Blue Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +9, AGI +3, INT +3, STA +3, HP +20, Disease Save +5, Magic Save +4, Poison Save +5
Robe of the Dew	235–250	Dew Clover Etched Swatch, Golden Beige Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +10, DEX +4, INT +9, STA +4, HP +15, Mana +10, Cold Save +15
Robe of Visage	>250	Visage Scribed Swatch, Platinum Blue Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +10, CHA +5, INT +10, STA 5, HP +10, Mana +30, Fire Save +20
Robe of Tempest	>250	Tempest Runed Swatch, Platinum Beige Ribbon, <i>Erud Needle</i> , and an Erudian Robe Pattern	AC +11, AGI +3, DEX +5, INT +11, STA +4, Mana +45, Fire Save +10, Magic Save +10; Effect: Improved Damage III

NOTE

Items in italics are returned, whether the recipe succeeds or fails.

Appendix A: Tradeskill Recipes

FIER`DAL ROBES

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Robe of Sorcery	205–220	Silvery Crimson Ribbon, Sorcery Runed Swatch, <i>Fier`Dal Needle</i> , and a Fier`Dal Robe Pattern	AC +8, AGI +3, DEX +3, INT +5, Cold Save +8
Robe of the Skewn	220–235	Silvery Forest Green Ribbon, Color Skewn Swatch, <i>Fier`Dal Needle</i> , and a Fier`Dal Robe Pattern	AC +9, CHA +4, INT +6, Mana +10, Disease Save +5, Magic Save +5
Robe of Tears	220–235	Golden Crimson Ribbon, Tear Etched Swatch, <i>Fier` Dal Needle</i> , and a Fier`Dal Robe Pattern	AC +9, AGI +2, INT +8, STA +4, HP +10, Cold Save +6, Fire Save +6
Robe of Slant	235–250	Golden Forest Green Ribbon, Slant Scribed Swatch, <i>Fier`Dal Needle</i> , and a Fier`Dal Robe Pattern	AC +10, CHA +8, INT +9, HP +10, Mana +10, Magic Save +10
Robe of Impulse	>250	Platinum Crimson Ribbon, Impulse Runed Swatch, <i>Fier`Dal Needle</i> , and a Fier` Dal Robe Pattern	AC +10, DEX +10, INT +10, Mana +35, Magic Save +15
Robe of Virtue	>250	Platinum Forest Green Ribbon, Virtue Etched Swatch, <i>Fier`Dal Needle</i> , and a Fier`Dal Robe Pattern	AC +11, DEX +2, INT +11, STA +10, HP +25, Mana +25, Cold Save +20, Effect: Reagent Conservation III

NOTE

Items in italics are returned, whether the recipe succeeds or fails.

OXIDIZED ROBES

Product	Trivial At	Components	Effect/Notes
Robe of Neglect	205–220	Neglect Scribed Swatch, Silvery White Ribbon, <i>Clockwork Needle</i> , and an Oxidized Robe Pattern	AC +8, CHA +1, INT +5, STA +1, Cold Save +4, Poison Save +4
Robe of Breath	220–235	Breath Etched Swatch, Silvery Seagreen Ribbon, <i>Clockwork Needle</i> , and an Oxidized Robe Pattern	AC +9, INT +6, STA +4, HP +10, Fire Save +12
Robe of Astral	220–235	Astral Runed Swatch, Golden White Ribbon, <i>Clockwork Needle</i> , and an Oxidized Robe Pattern	AC +9, DEX +6, INT +8, Mana +20, Fire Save +7, Cold Save +7
Robe of Tashani	235–250	Tashani Scribed Swatch, Golden Seagreen Ribbon, <i>Clockwork Needle</i> , and an Oxidized Robe Pattern	AC +10, CHA +4, INT +9, STA +4, Mana +25, Cold Save +8, Magic Save +8
Robe of Expertise	>250	Expertise Etched Swatch, Platinum White Ribbon, <i>Clockwork Needle</i> , and an Oxidized Robe Pattern	AC +10, CHA +3, DEX +3, INT +10, STA +4, HP +25, Mana +10, Disease Save +6, Fire Save +6, Poison Save +6
Robe of Intellect	>250	Intellect Scribed Swatch, Platinum Seagreen Ribbon, <i>Clockwork</i> <i>Needle</i> , and an Oxidized Robe Pattern	AC +11, CHA +8, INT +11, STA +4, HP +20, Mana +30, Cold Save +10, Magic Save +10, Effect: Spell Haste III

NOTE

Items in italics are returned, whether the recipe succeeds or fails.

∞Appendix A: Tradeskill Recipes∞

TINKERING

Product	Trivial At	Components	Effect/Notes
Geerlok Alchemy Set	220–235	Gears, Gnomish Bolts, Maneater Roots, Set of Vials, and Sprockets	+5% bonus to Alchemy skill
Geerlok Automated Pestle	220–235	Galvanized Pestle, Gears, Gnomish Bolts, Scorpion Venom Sac, and Sprockets	+5% bonus to Poison Making skill
Geerlok Automated Quill	220–235	Gears, Gnomish Bolts, Lexicon Excerpts, Silver Tipped Quill, and Sprockets	+5% bonus to Spell Research
Geerlok Clockwork Contraption	235–250	Contraption Parts, Gears, Gnomish Bolts, Sprockets, and Waterlogged Rigging	+5% bonus to Tinkering skill
Infused Gear	190–205	Gear and Celestial Temper	N/A
Clockwork Shadowwalker Boots	>250	Clockwork Watchman Boots, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Boot Pattern CLR,	AC +16, DEX +5, HP +30, Effect: Precision Mana Infusion (10 charges)—GNM: WAR, PAL, SHD, ROG only. Recommended level 45
Clockwork Shadowwalker Bracelet	>250	Clockwork Watchman Bracer, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Bracelet Pattern	AC +12, STR +5, HP +30, All Saving Throws +5, Effect: Produce Wrench (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Coif	>250	Clockwork Watchman Helm, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Coif Pattern	AC +17, DEX +5, HP +35, Effect: Battery Vision (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45

TINKERING CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Clockwork Shadowwalker Gloves	>250	Clockwork Watchman Gauntlets, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Glove Pattern	AC +12, AGI +5, DEX +5, HP +30, Effect: Steam Overload (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Leggings	>250	Clockwork Watchman Greaves, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Pant Pattern	AC +22, AGI +5, STA +5, STR +5, HP +40, Effect: Grease Injection (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Sleeves	>250	Clockwork Watchman Vambraces, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Sleeve Pattern	AC +16, STR +5, HP +35, Effect: Cog Boost (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Tunic	>250	Clockwork Watchman Breastplate, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Tunic Pattern	AC +30, DEX +5, STA +5, STR +5, HP +45, Effect: Invisibility Cloak (10 charges)— GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Observer Boots	>250	Clockwork Watchman Boots, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Boot Mold	AC +30, INT +5, WIS +5, HP +30, Mana +30, Effect: Precision Mana Infusion (10 charges)— GNM: WAR, PAL, SHD, CLR only. Recommended level 45

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect/Notes
Clockwork Observer Bracer	>250	Clockwork Watchman Bracer, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Bracer Mold	AC +25, INT +5, WIS +5, HP +30, Mana +30, All Saving Throws +5, Effect: Produce Wrench (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observer Breastplate	>250	Clockwork Watchman Breastplate, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Breastplate Mold	AC +51, DEX +5, STA +5, INT +10, WIS +10, HP +40, Mana +40, Effect: Invisibility Cloak (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observer Gauntlets	>250	Clockwork Watchman Gauntlets, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Gauntlet Mold	AC +24, DEX +5, INT +5, WIS +5, HP +25, Mana +25, Effect: Steam Overload (10 charges)—GNM: WAR, PAL, SHD, CLR, only. Recommended level 45
Clockwork Observer Greaves	>250	Clockwork Watchman Greaves, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Greaves Mold	AC +40, INT +10, WIS +10, HP +40, Mana +40, Effect: Grease Injection (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observers Helm	>250	Clockwork Watchman Helm, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Helm Mold	AC +25, INT +5, WIS +5, HP +30, Mana +30, Effect: Battery Vision (10 charges)—GNM: WAR, PAL, SHD, CLR, only. Recommended level 45

TINKERING CONTINUED

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Clockwork Observer Vambrace	>250	Clockwork Watchman Vambraces, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Vambrace Mold	AC +26, INT +5, WIS +5, HP +30, Mana +30, Effect: Cog Boost (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Geerlok Automated Quill	220–235	Gears, Gnomish Bolts, Lexicon Excerpts, Silver Tipped Quill, and Sprockets	+5% bonus to Spell Research
Geerlok Clockwork Contraption	235–250	Contraption Parts, Gears, Gnomish Bolts, Sprockets, and Waterlogged Rigging	+5% bonus to Tinkering skill
Infused Gear	190–205	Gear and Celestial Temper	N/A
Clockwork Shadowwalker Boots	>250	Clockwork Watchman Boots, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Boot Pattern	AC +16, DEX +5, HP +30, Effect: Precision Mana Infusion (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Bracelet	>250	Clockwork Watchman Bracer, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Bracelet Pattern	AC +12, STR +5, HP +30, All Saving Throws 5, Effect: Produce Wrench (10 charges)— GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45

Appendix A: Tradeskill Recipes

Product	Trivial At	Components	Effect/Notes
Clockwork Shadowwalker Coif	>250	Clockwork Watchman Helm, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Coif Pattern	AC +17, DEX +5, HP +35, Effect: Battery Vision (10 charges)— GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Gloves	>250	Clockwork Watchman Gauntlets, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Glove Pattern	AC +12, AGI +5, DEX +5, HP +30, Effect: Steam Overload (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Leggings	>250	Clockwork Watchman Greaves, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Pant Pattern	AC +22, AGI +5, STA +5, STR +5, HP +40, Effect: Grease Injection (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Sleeves	>250	Clockwork Watchman Vambraces, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Sleeve Pattern	AC +16, STR +5, HP +35, Effect: Cog Boost (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45
Clockwork Shadowwalker Tunic	>250	Clockwork Watchman Breastplate, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Chainmail Tunic Pattern	AC +30, DEX +5, STA +5, STR +5, HP +45, Effect: Invisibility Cloak (10 charges)—GNM: WAR, PAL, SHD, CLR, ROG only. Recommended level 45

TINKERING CONTINUED

Product	Trivial At	Components	Effect/Notes
Clockwork Observer Boots	>250	Clockwork Watchman Boots, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Boot Mold	AC +30, INT +5, WIS +5, HP +30, Mana +30, Effect: Precision Mana Infusion (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observer Bracer	>250	Clockwork Watchman Bracer, Infused Gear, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Bracer Mold	AC +25, INT +5, WIS +5, HP +30, Mana +30, All Saving Throws +5, Effect: Produce Wrench (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observer Breastplate	>250	Clockwork Watchman Breastplate, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Breastplate Mold	AC +51, DEX +5, STA +5, INT +10, WIS +10, HP +40, Mana +40, Effect: Invisibility Cloak (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45
Clockwork Observer Gauntlets	>250	Clockwork Watchman Gauntlets, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Gauntlet Mold	AC +24, DEX +5, INT +5, WIS +5, HP +25, Mana +25, Effect: Steam Overload (10 charges)—GNM: WAR, PAL, SHD, CLR, only. Recommended level 45
Clockwork Observer Greaves	>250	Clockwork Watchman Greaves, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Greaves Mold	AC +40, INT +10, WIS +10, HP +40, Mana +40, Effect: Grease Injection (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45

Appendix A: Tradeskill Recipes

<i>Product</i>	<i>Trivial At</i>	<i>Components</i>	<i>Effect/Notes</i>
Clockwork Observers Helm	>250	Clockwork Watchman Helm, 2 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Helm Mold	AC +25, INT +5, WIS +5, HP +30, Mana +30, Effect: Battery Vision (10 charges)—GNM: WAR, PAL, SHD, CLR, only. Recommended level 45
Clockwork Observer Vambrace	>250	Clockwork Watchman Vambraces, 3 Infused Gears, Metallic Temper, Imbued Ruby or Imbued Black Sapphire, and a Small Plate Vambrace Mold	AC +26, INT +5, WIS +5, HP +30, Mana +30, Effect: Cog Boost (10 charges)—GNM: WAR, PAL, SHD, CLR only. Recommended level 45



APPENDIX B: THE SPELLS

With the release of *EverQuest's* newest expansions: *The Legacy of Ykesha* and *Lost Dungeons of Norrath*, the masses will be thrilled because new spells have been added for every casting class in the game! New spells have been added between the release of the two expansions, and we've included those here as well. Unless otherwise indicated, these spells can be vendor purchased from the customary merchants.

NOTE

This following spell information was accurate at the time the data was gathered for the printing of this book. *EverQuest* is constantly undergoing changes and improvements, and the spell data may have changed slightly since this guide was printed.

LEGEND

Level: The level at which a character must be before the spell can be memorized. If the character's level falls under the required level after the spell has been memorized, the character becomes unable to use the spell until the level requirement is met again.

Target: Determines whom the spell can affect.

Range: The maximum distance allowed between the caster and the target.

Casting Time: The amount of time between when the spell is activated and when it actually casts on the target. The caster cannot move during this time, except to turn left or right, or the spell will be interrupted. (Bards are excepted from this rule and can move about all they want.)

Recast Time: A period of time between when the spell is cast and when it can be cast again.

Duration: The length of the spell's effect.

Mana Cost: The amount of mana consumed when the spell is cast. If the spell fizzles when cast, it will still consume a portion of the required mana.

Expansion: Which expansion of *EverQuest* the spell was released with. The expansions are *The Legacy of Ykesha*, and the *Lost Dungeons of Norrath*. Spells that were added after *The Legacy of Ykesha* was released, but prior to the release of *Lost Dungeons of Norrath*, are also included and identified as Post LoY.

Appendix B: The Spells

Components: Item(s) needed to cast the spell.

Quest Items: Item(s) needed to complete a quest.

Effect: What the spell does to the target when successfully cast and not resisted.

Notes: Many quest-based spells were released with *The Legacy of Ykesha* expansion. This column indicates where the quest begins and the name of the NPC you must speak to if relevant.

BARD SONGS

Forpar's Aria of Affliction

Level: 44

Target: Group

Range: 100

Casting Time: 3 seconds

Recast Time: 0

Duration: 18 seconds

Mana Cost: 0

Expansion: LDoN

Components: N/A

Quest Items: N/A

Effect: Increases damage done by damage over time spells by up to 15%. Affects only detrimental spells with a duration of at least 18 seconds. Does not affect Area of Effect spells or spells over Level 52.

Notes: N/A

Aria of Asceticism

Level: 45

Target: Single

Range: 100

Casting Time: 3 seconds

Recast Time: 0

Duration: Instant

Mana Cost: N/A

Expansion: LoY

Components: N/A

Quest Items: N/A

Effect: Removes 2 disease and 2 poison counters, plus 1 additional disease and poison counter for every 8 levels of the caster.

Notes: Quest based—Speak to Kardin Nillie in the Gulf of Gunthak.

Rizlona's Embers

Level: 45

Target: Group

Range: 100

Casting Time: 3 seconds

Recast Time: 0

Duration: 18 seconds

Mana Cost: 0

Expansion: LDoN

Components: N/A

Quest Items: N/A

Effect: Increases damage done by direct damage spells by up to 15%. Only affects detrimental instant spells. Does not affect Area of Effect spells or spells over Level 52.

Notes: N/A

Aria of Innocence

Level: 52

Target: Single

Range: 100

Casting Time: 3 seconds

Recast Time: 0

Duration: Instant

Mana Cost: N/A

Expansion: LoY

Components: N/A

Quest Items: N/A

Effect: Removes 2 curse counters

Notes: Quest based—Speak to Jusean Evansque in Qeynos South

Forpar's Psalm of Pain

Level: 52
Target: Group
Range: 100
Casting Time: 3 seconds
Recast Time: 0
Duration: 18 seconds
Mana Cost: 0
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases spell damage done by damage over Time spells by up to 15%. Affects only Detrimental spells with a duration of at least 18 seconds. Does not affect Area of Effect spells or spells over Level 60.
Notes: N/A

Rizlona's Fire

Level: 53
Target: Group
Range: 100
Casting Time: 3 seconds
Recast Time: 0
Duration: 18 seconds
Mana Cost: 0
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases spell damage done by direct damage spells by up to 15%. Only affects Detrimental Instant spells. Does not affect Area of Effect spells or spells over Level 60.
Notes: N/A

BEASTLORD SPELLS

Spirit of the Shrew

Level: 39
Target: Single
Range: 100
Casting Time: 4.5 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 80
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Forpar's Verse of Venom

Level: 63
Target: Group
Range: 100
Casting Time: 3 seconds
Recast Time: 0
Duration: 18 seconds
Mana Cost: 0
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases spell damage done by damage over Time spells by up to 15%. Affects only Detrimental spells with a duration of at least 18 seconds. Does not affect Area of Effect spells or spells over Level 65. Also adds 30% stackable attack speed.
Notes: N/A



Malaria

Level: 44
Target: Single
Range: 200
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: 54 seconds
Mana Cost: 140
Expansion: LoY
Components: N/A
Quest Items: N/A
Effect: 45 points of damage every 6 seconds
Notes: Quest based—Speak to Caegin Coltong in the lighthouse in the Gulf of Gunthak

Appendix B: The Spells

Pack Shrew

Level: 44
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 320
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Ward of Calliav

Level: 49
Target: Pet
Range: 100
Casting Time: 4 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next melee or magical attack to hit the pet
Notes: N/A

Bond of the Wild

Level: 52
Target: Pet Only
Range: 100
Casting Time: 6 seconds
Recast Time: 15 seconds
Duration: 72 minutes
Mana Cost: 450
Expansion: LoY
Components: N/A
Quest Items: A Glowing Collar and a Stone Emblem
Effect: (On Pet) 60% Haste, +55 Strength, +7 Armor Class, and +25 Attack. (On Caster) +150 to maximum Hit Points and 150 points of healing
Notes: Quest based—Speak to Craegin Coltongue in the Gulf of Gunthak

Guard of Calliav

Level: 58
Target: Pet
Range: 100
Casting Time: 5 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 350
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next melee or magical attacks to hit the pet
Notes: N/A

Protection of Calliav

Level: 64
Target: Pet
Range: 100
Casting Time: 6 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 500
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next three melee or magical attacks to hit the pet
Notes: N/A



CLERIC SPELLS

Remove Minor Curse

Level: 9
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 25
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 1 curse counter
Notes: N/A

Remove Lesser Curse

Level: 24
Target: Single
Range: 100
Casting Time: 5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 75
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 4 curse counters
Notes: N/A

Ward of Vie

Level: 24
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 10% of all melee damage until 460 points of damage are absorbed
Notes: N/A

Mass Imbue Amber

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 pieces of amber with magical power
Post LoY
Notes: N/A

Mass Imbue Black Pearl

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 black pearls with magical power
Notes: N/A

Mass Imbue Black Sapphire

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 black sapphires with magical power
Notes: N/A

Appendix B: The Spells

Mass Imbue Diamond

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 diamonds with magical power
Notes: N/A

Mass Imbue Emerald

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 emeralds with magical power
Notes: N/A

Mass Imbue Opal

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 opals with magical power
Notes: N/A

Mass Imbue Peridot

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 peridots with magical power
Notes: N/A

Mass Imbue Plains Pebble

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 plains pebbles with magical power
Notes: N/A

Mass Imbue Rose Quartz

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 pieces of rose quartz with magical power
Notes: N/A

Mass Imbue Ruby

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 rubies with magical power
Notes: N/A

Mass Imbue Sapphire

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 sapphires with magical power
Notes: N/A

Mass Imbue Topaz

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 topaz with magical power
Notes: N/A

Circle of Cooling

Level: 39
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases fire resistance by 40
Notes: N/A

Circle of Warmth

Level: 44
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases cold resistance by 40
Notes: N/A

Guard of Vie

Level: 44
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 175
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 10% of all melee damage until 700 points of damage are absorbed
Notes: N/A

Appendix B: The Spells

Temperance

Level: 44
Target: Single
Range: 100
Casting Time: 9 seconds
Recast Time: 2.25 seconds
Duration: 100 minutes
Mana Cost: 550
Expansion: LoY
Components: Peridot
Quest Items: A Deepwater Emblem and Alina's Emblem
Effect: +800 to maximum hit points, 800 points of healing, and +53 armor class
Notes: Quest based—Speak to Millius Darkwater in the Gulf of Gunthak

Blessing of Temperance

Level: 49
Target: Group
Range: 100
Casting Time: 12 seconds
Recast Time: 2.25 seconds
Duration: 100 minutes
Mana Cost: 1,650
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Raises maximum hit points by 800. Heals 800 hit points of damage. Increases AC by 53.
Notes: N/A

Pure Blood

Level: 51
Target: Single
Range: 100
Casting Time: 2.5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 100
Expansion: LoY
Components: N/A
Quest Items: A Blackened Vial, Black Potion, Broken Skull Clan Blood, Glowing Black Potion, Gunthak Gulf Water, and Pure Blood
Effect: Removes 18 poison counters and 18 disease counters.
Notes: Quest based—Hail Grennik Beltrin in the Gulf of Gunthak

Protection of Vie

Level: 54
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 250
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 10% of all melee damage until 1,200 points of damage are absorbed
Notes: N/A

Bulwark of Vie

Level: 62
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 1.5 seconds
Duration: 36 minutes
Mana Cost: 300
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 10% of all melee damage until a total of 1,600 points of damage are absorbed
Notes: N/A

Aura of Reverence

Level: 64
Target: Group
Range: 100
Casting Time: 8 seconds
Recast Time: 2.5 seconds
Duration: 40 minutes
Mana Cost: 1,200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Decreases casting time by up to 10%. Does not affect Complete Healing, Karana's Renewal, or Kragg's Mending. Will not work on any spell with a casting time less than 3 seconds
Notes: N/A

DRUID SPELLS

Remove Minor Curse

Level: 9
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 25
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 1 curse counter
Notes: N/A

Remove Lesser Curse

Level: 24
Target: Single
Range: 100
Casting Time: 5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 75
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 4 curse counters
Notes: N/A

Ring of Stonebrunt

Level: 24
Target: Self
Range: 0
Casting Time: 7 seconds
Recast Time: 10 seconds
Duration: Instant
Mana Cost: 150
Expansion: LoY
Components: N/A
Quest Items: N/A
Effect: Teleports the caster to the Stonebrunt Mountains
Notes: N/A

Circle of Cooling

Level: 29
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases fire resistance by 40
Notes: N/A

Circle of Stonebrunt

Level: 29
Target: Group
Range: 0
Casting Time: 16 seconds
Recast Time: 10 seconds
Duration: Instant
Mana Cost: 300
Expansion: LoY
Components: N/A
Quest Items: N/A
Effect: Teleports the caster and his group to the Stonebrunt Mountains
Notes: N/A

Mass Imbue Emerald

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 emeralds with magical power
Notes: N/A

Appendix B: The Spells

Mass Imbue Plains Pebble

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 plains pebbles with magical power
Notes: N/A

Spirit of the Shrew

Level: 34
Target: Single
Range: 100
Casting Time: 4.5 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 80
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Circle of Warmth

Level: 39
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases cold resistance by 40
Notes: N/A

Pack Shrew

Level: 39
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 320
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Healing Water

Level: 44
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 200
Expansion: LoY
Components: N/A
Quest Items: A Golden Emblem (Symbol of Karana), and a Golden Emblem (Symbol of Tunare)
Effect: 425 points of healing
Notes: Quest based—Hail Nolwik Barquin in the lighthouse in the Gulf of Gunthak

Vengeance of the Wild

Level: 49
Target: Single
Range: 200
Casting Time: 4 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 220
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 98 hit points of damage every 6 seconds
Notes: N/A

Pure Blood

Level: 51
Target: Single
Range: 100
Casting Time: 2.5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 100
Expansion: LoY
Components: N/A
Quest Items: A Blackened Vial, Black Potion, Broken Skull Clan Blood, Glowing Black Potion, Gunthak Gulf Water, and Pure Blood
Effect: Removes 18 poison counters and 18 disease counters
Notes: Quest based—Hail Grennik Beltrin in the Gulf of Gunthak

Vengeance of Nature

Level: 55
Target: Single
Range: 200
Casting Time: 4.75 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 380
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 215 hit points of damage every 6 seconds
Notes: N/A

ENCHANTER SPELLS

Mass Enchant Clay

Level: 8
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 180
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 blocks of clay
Notes: N/A

Vengeance of Tunare

Level: 64
Target: Single
Range: 200
Casting Time: 5.25 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 420
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 270 hit points of damage every 6 seconds
Notes: N/A

Feral Pack

Level: 65
Target: Group
Range: 0
Casting Time: 8 seconds
Recast Time: 6 seconds
Duration: 144 minutes
Mana Cost: 600
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Change form into a wolf. Increase movement by 72%. Increase offense by 72. Ultravision.
Notes: N/A

Mass Enchant Silver

Level: 8
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 180
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of silver
Notes: N/A

Appendix B: The Spells

Mass Thicken Mana

Level: 12
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 300
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Thickens 5 vials of mana
Notes: N/A

Mass Enchant Electrum

Level: 16
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 225
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of electrum
Notes: N/A

Mass Crystallize Mana

Level: 20
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Crystallizes 5 vials of mana
Notes: N/A

Mass Enchant Gold

Level: 24
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 450
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of gold
Notes: N/A

Mass Clarify Mana

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 900
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Clarifies 5 vials of mana
Notes: N/A

Ward of Alendar

Level: 29
Target: Single
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 36 seconds
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 20% of all magical damage until 460 points of damage are absorbed
Notes: N/A

Mass Enchant Platinum

Level: 34
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 675
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of platinum
Notes: N/A

Mass Distill Mana

Level: 39
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 1,200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Distills 5 vials of mana
Notes: N/A

Bounce

Level: 44
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 100
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 40% chance that 40% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Guard of Alendar

Level: 44
Target: Single
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 36 seconds
Mana Cost: 175
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 20% of all magical damage until 700 points of damage are absorbed
Notes: N/A

Leviathan Eyes

Level: 44
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: 0
Duration: 36 minutes
Mana Cost: 100
Expansion: LoY
Components: N/A
Quest Items: A Blue Lotus Petal and Pungent Fluid
Effect: See Invisible, Ultravision, and Magic Breathing
Notes: Quest based—Hail Ofala Olan in the Gulf of Gunthak

Mass Enchant Velium

Level: 44
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of velium
Notes: N/A

Appendix B: The Spells

Mass Enchant Adamantite

Level: 49
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 975
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of adamantite
Notes: N/A

Mass Enchant Brellium

Level: 49
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 975
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of brellium
Notes: N/A

Mass Enchant Mithril

Level: 49
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 975
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of mithril
Notes: N/A

Mass Enchant Steel

Level: 49
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 975
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Enchants 5 bars of steel
Notes: N/A

Mass Purify Mana

Level: 49
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 1,500
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Purifies 5 vials of mana
Notes: N/A

Illusion: Guktan

Level: 52
Target: Self
Range: 0
Casting Time: 3 seconds
Recast Time: 0
Duration: 36 minutes
Mana Cost: 10
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Changes appearance to that of a blessed Froglok of Marr
Notes: N/A

Ordinance

Level: 52
Target: Single
Range: 200
Casting Time: 5 seconds
Recast Time: 300 seconds
Duration: 48 seconds
Mana Cost: 350
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Charm (maximum Level 52) that offers no saving throw to the victim and has a fixed duration
Notes: N/A

Scryer's Trespass

Level: 52
Target: Single
Range: 125
Casting Time: 4.5 seconds
Recast Time: 200 seconds
Duration: 60 seconds
Mana Cost: 5
Expansion: LoY
Components: N/A
Quest Items: Gleaming Araxthril Ore
Effect: Takes 50 points of mana from the target and gives it to the caster every 6 seconds
Notes: Quest based—Hail Ofala Olan in the Gulf of Gunthak

Protection of Alendar

Level: 55
Target: Single
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 250
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 20% of all magical damage until 1,200 points of damage are absorbed
Notes: N/A

Reflect

Level: 58
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 50% chance that 50% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Bulwark of Alendar

Level: 63
Target: Single
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 300
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 20% of all magical damage until 1,600 points of damage are absorbed
Notes: N/A

Deception

Level: 63
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Caster takes on the appearance of whomever they have targeted when the spell is cast
Notes: N/A

Appendix B: The Spells

MAGICIAN SPELLS

Summon Wooden Bracelet

Level: 20
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 40
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Summons a Wooden Bracelet, which increases the damage of many Affliction spells
Notes: N/A

Bounce

Level: 44
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 100
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 40% chance that 40% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Primal Remedy

Level: 44
Target: Pet Only
Range: 100
Casting Time: 4 seconds
Recast Time: 7.5 seconds
Duration: 30 seconds
Mana Cost: 200
Expansion: LoY
Components: N/A
Quest Items: Flicker of Lava and Flicker of Sea
Effect: Heal 80 points of damage every 6 seconds
Notes: Quest based—Hail Vera in the Gulf of Gunthak

Summon: Orb of Exploration

Level: 44
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 50
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Summon an Orb of Exploration. Globe gives Plainsight and +20 to cold and poison saves.
Notes: N/A

Summon Stone Bracelet

Level: 44
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 80
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Summons a Stone Bracelet, which increases the damage of many affliction spells
Notes: N/A

Ward of Calliav

Level: 49
Target: Pet
Range: Pet
Casting Time: 4 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next melee or magical attack to hit the pet
Notes: N/A

Elemental Empathy

Level: 52
Target: Pet Only
Range: 100
Casting Time: 6 seconds
Recast Time: 12 seconds
Duration: 90 minutes
Mana Cost: 300
Expansion: LoY
Components: N/A
Quest Items: Elemental Power
Effect: (On Pet) 60% haste, +60 strength and +20 armor class. (On Caster) +280 to maximum hit points, +35 armor class and +30 to magic resistance
Notes: Quest based—Hail Vera in the Gulf of Gunthak

Kindle

Level: 54
Target: Pet
Range: 200
Casting Time: 4 seconds
Recast Time: 2.25 seconds
Duration: 25 minutes
Mana Cost: 90
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Regenerates 12 mana every 6 seconds
Notes: N/A

Summon Iron Bracelet

Level: 54
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 160
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Summons an Iron Bracelet, which increases the damage of many Affliction spells.
Notes: N/A

Guard of Calliav

Level: 58
Target: Pet
Range: 100
Casting Time: 5 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 350
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next two melee or magical attacks to hit the pet
Notes: N/A

Reflect

Level: 58
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 50% chance that 50% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Spirit of Ro

Level: 59
Target: Pet
Range: 100
Casting Time: 5 seconds
Recast Time: 300 seconds
Duration: 1 minute
Mana Cost: 250
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases spell damage by up to 30%. Affects only detrimental spells with a duration of at least 18 seconds. Restores 50 mana every 6 seconds.
Notes: N/A

Appendix B: The Spells

Summon Steel Bracelet

Level: 61
Target: Self
Range: 0
Casting Time: 6 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 160
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Summons a Steel Bracelet, which increases the damage of many Affliction spells
Notes: N/A

Coruscation

Level: 62
Target: Area
Range: 0
Casting Time: 3 seconds
Recast Time: 6.5 seconds
Duration: Instant
Mana Cost: 650
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 900 hit points of damage
Notes: N/A

NECROMANCER SPELLS

Dark Soul

Level: 39
Target: Single
Range: 200
Casting Time: 4.75 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 180
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 77 hit points of damage every 6 seconds
Notes: N/A

Protection of Calliav

Level: 64
Target: Pet
Range: 100
Casting Time: 6 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 500
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next three melee or magical attacks to hit the pet
Notes: N/A



Bounce

Level: 44
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 100
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 40% chance that 40% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Auspice

Level: 45
Target: Single
Range: 200
Casting Time: 8 seconds
Recast Time: 10 seconds
Duration: 54 seconds
Mana Cost: 300
Expansion: LoY
Components: N/A
Quest Items: Glowing Dark Blue Potion, Luggald Bile, Luggald Blood, Luggald Organs, and Luggald Saliva
Effect: 30 Hit points are taken from the target and given to the caster's group every 6 seconds
Notes: Quest based—Hail Cedric Trallus in Stonebrunt Mountains

Ward of Calliav

Level: 49
Target: Pet
Range: 100
Casting Time: 4 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next melee or magical attack to hit the pet
Notes: N/A

Comatose

Level: 52
Target: Self
Range: N/A
Casting Time: 1.5 seconds
Recast Time: 8 seconds
Duration: Immediate
Mana Cost: 80
Expansion: LoY
Components: N/A
Quest Items: Glowing Dark Blue Potion, Luggald Bile, Luggald Blood, Luggald Organs, and Luggald Saliva
Effect: Feign death
Notes: Quest based—Hail Cedric Trallus in Stonebrunt Mountains

Imprecation

Level: 54
Target: Single
Range: 200
Casting Time: 5.25 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 350
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 190 hit points of damage every 6 seconds
Notes: N/A

Guard of Calliav

Level: 58
Target: Pet
Range: 100
Casting Time: 5 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 350
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next two melee or magical attacks to hit the pet
Notes: N/A

Reflect

Level: 58
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 50% chance that 50% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Appendix B: The Spells

Horror

Level: 63
Target: Single
Range: 200
Casting Time: 5.5 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 420
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 290 hit points of damage every 6 seconds
Notes: N/A

PALADIN SPELLS

Remove Minor Curse

Level: 19
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 25
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 1 curse counter
Notes: N/A

Remove Lesser Curse

Level: 34
Target: Single
Range: 100
Casting Time: 5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 75
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 4 curse counters
Notes: N/A

Protection of Calliav

Level: 64
Target: Pet
Range: 100
Casting Time: 6 seconds
Recast Time: 36 seconds
Duration: 36 minutes
Mana Cost: 500
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Prevents all of the damage from the next three melee or magical attacks to hit the pet
Notes: N/A

Ethereal Cleansing

Level: 44
Target: Single
Range: 100
Casting Time: 1.5 seconds
Recast Time: 30 seconds
Duration: 24 seconds
Mana Cost: 150
Expansion: LoY
Components: N/A
Quest Items: A Black Medallion and a Black Skull Necklace
Effect: Restores 98–100 Hit Points every 6 seconds
Notes: Quest based—Hail Millius Darkwater in the Gulf of Gunthak

Light of Life

Level: 52
Target: Single
Range: 100
Casting Time: 1.5 seconds
Recast Time: 7 seconds
Duration: Instant
Mana Cost: 215
Expansion: LoY
Components: N/A
Quest Items: A Glowing Black Skull Necklace
Effect: Heals 410 hit points
Notes: Quest based—After completing the Ethereal Cleansing quest, you receive a Glowing Black Skull Necklace. Hand this into Millius Darkwater to continue the quest for this spell

Force of Akera

Level: 53
Target: Single
Range: 200
Casting Time: 1 second
Recast Time: 12 seconds
Duration: Instant
Mana Cost: 90
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Stuns for 4 seconds. Affects only targets of Level 61 or less.
Notes: N/A

Austerity

Level: 55
Target: Single
Range: 100
Casting Time: 9 seconds
Recast Time: 2.25 seconds
Duration: 60 minutes
Mana Cost: 550
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Raises maximum hit points by 800. Heals 800 hit points of damage. Increases AC by 53.
Notes: N/A

Blessing of Austerity

Level: 58
Target: Single
Range: 100
Casting Time: 12 seconds
Recast Time: 2.25 seconds
Duration: 60 minutes
Mana Cost: 1,650
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Raises maximum hit points by 800. Heals 800 hit points of damage. Increases AC by 53.
Notes: N/A

Aura of Divinity

Level: 63
Target: Self
Range: 100
Casting Time: 5 seconds
Recast Time: 10 seconds
Duration: 30 minutes
Mana Cost: 1
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Raises offense by 50. Reduces mana by 4 every 6 seconds.
Notes: N/A

RANGER SPELLS

Spirit of the Shrew

Level: 44
Target: Single
Range: 100
Casting Time: 4.5 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 80
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Swarm of Pain

Level: 44
Target: Single
Range: 250
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: 48 seconds
Mana Cost: 95
Expansion: LoY
Components: N/A
Quest Items: A Captured Niflik and a Tiny Niflik
Effect: 30 points of damage every 6 seconds
Notes: Quest based—Hail Gaudric Stormwynd in the Gulf of Gunthak

Appendix B: The Spells

Pack Shrew

Level: 49
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 320
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Circle of Cooling

Level: 52
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases fire resistance by 40
Notes: N/A

Icewind

Level: 52
Target: Single
Range: 200
Casting Time: 3 seconds
Recast Time: 18 seconds
Duration: Instant
Mana Cost: 180
Expansion: LoY
Components: N/A
Quest Items: A Cracked Zraxthril Amulet and a Glowing Zraxthril Amulet
Effect: 360 points of damage
Notes: Quest based—Hail Gaudric Stormwynd in the Gulf of Gunthak

Fire Swarm

Level: 55
Target: Single
Range: 250
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: 48 seconds
Mana Cost: 140
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 50 hit points of damage every 6 seconds
Notes: N/A

Circle of Warmth

Level: 57
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases cold resistance by 40
Notes: N/A

Call of Ice

Level: 58
Target: Self
Range: 10
Casting Time: 3.5 seconds
Recast Time: 6 seconds
Duration: 10 minutes
Mana Cost: 50
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives the caster the Call of Ice proc, which causes 65 hit points of damage and can interrupt casting
Notes: N/A

Griffon Eye

Level: 64
Target: Self
Range: 0
Casting Time: 5 seconds
Recast Time: 3 seconds
Duration: 13.8 minutes
Mana Cost: 200
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. See Invisible. Increases archery skill by 50.
Notes: N/A



SHADOWKNIGHT

Dark Temptation

Level: 34
Target: Self
Range: 0
Casting Time: 3 seconds
Recast Time: 6 seconds
Duration: 17.2–20.5 minutes
Mana Cost: 25
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases offense by 25. Causes 2 points of damage every 6 seconds.
Notes: N/A

Blood of Pain

Level: 44
Target: Single
Range: 200
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: 36 seconds
Mana Cost: 75
Expansion: LoY
Components: N/A
Quest Items: Glowing Dark Blue Potion, Luggald Bile, Luggald Blood, Luggald Organs, and Luggald Saliva
Effect: 30 points of damage every 6 seconds
Notes: Quest based—Hail Cedric Trallus in Stonebrunt Mountains

Scythe of Darkness

Level: 49
Target: Single Undead
Range: 200
Casting Time: 1 second
Recast Time: 30 seconds
Duration: Instant
Mana Cost: 100
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 364 hit points of damage
Notes: N/A

Comatose

Level: 52
Target: Self
Range: N/A
Casting Time: 1.5 seconds
Recast Time: 8 seconds
Duration: Instant
Mana Cost: 80
Expansion: LoY
Components: N/A
Quest Items: Glowing Dark Blue Potion, Luggald Bile, Luggald Blood, Luggald Organs, and Luggald Saliva
Effect: Feign death
Notes: Quest based—Hail Cedric Trallus in Stonebrunt Mountains

Appendix B: The Spells

Call of Darkness

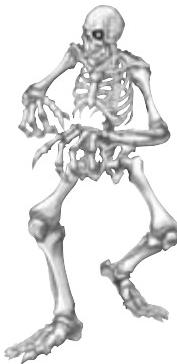
Level: 54
Target: Self
Range: 0
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: 17.2–20.5 minutes
Mana Cost: 50
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Increases offense by 50. Causes 8 points of damage every 6 seconds.
Notes: N/A

Scythe of Death

Level: 54
Target: Single Undead
Range: 200
Casting Time: 1 second
Recast Time: 30 seconds
Duration: Instant
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 560 hit points of damage
Notes: N/A

Scythe of Innoruuk

Level: 64
Target: Single
Range: 200
Casting Time: 0.5 seconds
Recast Time: 30 seconds
Duration: Instant
Mana Cost: 225
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 600 hit points of damage
Notes: N/A



SHAMAN SPELLS

Remove Minor Curse

Level: 9
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 25
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 1 curse counter
Notes: N/A

Remove Lesser Curse

Level: 24
Target: Single
Range: 100
Casting Time: 5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 75
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Removes 4 curse counters
Notes: N/A

Circle of Warmth

Level: 29
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases fire resistance by 40
Notes: N/A

Mass Imbue Amber

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 pieces of amber with magical power
Notes: N/A

Mass Imbue Diamond

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 diamonds with magical power
Notes: N/A

Mass Imbue Ivory

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 675
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 pieces of ivory with magical power
Notes: N/A

Mass Imbue Jade

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 pieces of jade with magical power
Notes: N/A

Mass Imbue Sapphire

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 sapphires with magical power
Notes: N/A

Appendix B: The Spells

Spirit of the Shrew

Level: 29
Target: Single
Range: 100
Casting Time: 4.5 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 80
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Circle of Cooling

Level: 34
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases cold resistance by 40
Notes: N/A

Curse

Level: 34
Target: Single
Range: 200
Casting Time: 4 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 195
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 76 hit points of damage every 6 seconds
Notes: N/A

Pack Shrew

Level: 34
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 3.5 seconds
Duration: 36 minutes
Mana Cost: 320
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Ultravision. Movement rate increase of 30% that works indoors and outdoors.
Notes: N/A

Talisman of Vitality

Level: 39
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases disease resistance by 40
Notes: N/A

Odium

Level: 44
Target: Single
Range: 200
Casting Time: 4.75 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 340
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 189 hit points of damage every 6 seconds
Notes: N/A

Stoicism

Level: 44
Target: Single
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 24 seconds
Mana Cost: 180
Expansion: LoY
Components: N/A
Quest Items: A Large Rock, Empty Flask, a Small Piece of Flotsam, and a Small Piece of Jetsam
Effect: Heals 160 hit points every 6 seconds, 30% attack speed increases and decreases movement by 100%
Notes: Quest based—Hail an Impressive Sea Spirit under a broken ship hull in the Gulf of Gunthak

Talisman of Purity

Level: 44
Target: Group
Range: 100
Casting Time: 6 seconds
Recast Time: 2.25 seconds
Duration: 36 minutes
Mana Cost: 200
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Increases poison resistance by 40
Notes: N/A

Blood of Nadox

Level: 52
Target: Group
Range: 100
Casting Time: 7.5 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 300
Expansion: LoY
Components: N/A
Quest Items: A Blackened Vial, Black Potion, Broken Skull Clan Blood, Glowing Black Potion, Gunthak Gulf Water, and Pure Blood
Effect: Removes 18 poison counters and 18 disease counters
Notes: Quest based—Hail Grennik Beltrin in the Gulf of Gunthak

Anathema

Level: 54
Target: Single
Range: 200
Casting Time: 5.25 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 440
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 278 hit points of damage every 6 seconds
Notes: N/A

Bane

Level: 64
Target: Single
Range: 200
Casting Time: 5.5 seconds
Recast Time: 24 seconds
Duration: 30 seconds
Mana Cost: 570
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 416 hit points of damage every 6 seconds
Notes: N/A



Appendix B: The Spells

WIZARD SPELLS

Stonebrunt Gate

Level: 24
Target: Self
Range: 0
Casting Time: 7 seconds
Recast Time: 10 seconds
Duration: Instant
Mana Cost: 150
Expansion: LoY
Components: N/A
Quest Items: N/A
Effect: Teleports the caster to the Stonebrunt Mountains
Notes: N/A

Mass Imbue Fire Opal

Level: 29
Target: Self
Range: 0
Casting Time: 10 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 600
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Imbues 5 fire opals with magical power
Notes: N/A

Stonebrunt Portal

Level: 29
Target: Group
Range: 0
Casting Time: 16 seconds
Recast Time: 10 seconds
Duration: Instant
Mana Cost: 300
Expansion: LoY
Components: N/A
Quest Items: N/A
Effect: Teleports the caster to the Stonebrunt Mountains
Notes: N/A

Translocate: Stonebrunt

Level: 29
Target: Group
Range: 100
Casting Time: 10 seconds
Recast Time: 6 seconds
Duration: Instant
Mana Cost: 225
Expansion: LoY
Components: Small Portal Fragments
Quest Items: N/A
Effect: Teleports the target to the Stonebrunt Mountains
Notes: N/A

Bounce

Level: 44
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 100
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 40% chance that 40% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Vision Shift

Level: 44
Target: Single
Range: 100
Casting Time: 3 seconds
Recast Time: None
Duration: 60 minutes
Mana Cost: 50
Expansion: LoY
Components: N/A
Quest Items: Gnomish Spectacles
Effect: See Invisible and Infravision
Notes: Quest based—Hail Redlin Hullnic in the Gulf of Gunthak

Ward of Calrena

Level: 49
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 175
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 25% of all magical damage until 560 points of damage are absorbed
Notes: N/A

Frozen Harpoon

Level: 52
Target: Single
Range: 150
Casting Time: 4 seconds
Recast Time: 13 seconds
Duration: Instant
Mana Cost: 160
Expansion: LoY
Components: N/A
Quest Items: Luggald Heart
Effect: 600 points of damage
Notes: Quest based—Hail Lairyn Debeian in the Gulf of Gunthak

Magi Ward

Level: 54
Target: Self
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 27 minutes
Mana Cost: 30
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 40% of all magical damage until 750 points of damage are absorbed
Notes: N/A

Guard of Calrena

Level: 57
Target: Single
Range: 100
Casting Time: 4 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 250
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 25% of all magical damage until 960 points of damage are absorbed
Notes: N/A

Reflect

Level: 58
Target: Self
Range: 100
Casting Time: 1.5 seconds
Recast Time: 120 seconds
Duration: 12 seconds
Mana Cost: 150
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Gives a 50% chance that 50% of any spell cast on you will be reflected to affect the caster
Notes: N/A

Draught of Lightning

Level: 63
Target: Single
Range: 200
Casting Time: 3 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 255
Expansion: Post LoY
Components: N/A
Quest Items: N/A
Effect: Causes 950 hit points of damage
Notes: N/A

Appendix B: The Spells

Mana Ward

Level: 63
Target: Self
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 27 minutes
Mana Cost: 40
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 40% of all magical damage until 1,000 points of damage are absorbed
Notes: N/A

Ice Meteor

Level: 64
Target: Single
Range: 200
Casting Time: 8 seconds
Recast Time: 2.25 seconds
Duration: Instant
Mana Cost: 540
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Causes 2,100 hit points of damage
Notes: N/A

Protection of Calrena

Level: 64
Target: Single
Range: 100
Casting Time: 2 seconds
Recast Time: 15 seconds
Duration: 36 minutes
Mana Cost: 300
Expansion: LDoN
Components: N/A
Quest Items: N/A
Effect: Absorbs 25% of all magical damage until 1,280 points of damage are absorbed
Notes: N/A

